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OTHER HANDS

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MIDDLE-EARTH

EDITORIAL: "DARO!"

They said it couldn't happen, they said it wouldn't last, but here we are once again, like a *naurnen* blast. Welcome to OH2K!

One of the many things in short supply for Middle-earth gamers (and for Tolkien fans in general) over the years has been accessible and reliable language resources. For many, the list begins and ends with Ruth Noel's *Languages of Tolkien's Middle-earth,* now quite dated as well as being rife with errors. But even today, with the gradual expansion of our knowledge of Quenya and Sindarin through the History of Middle-earth series and *Parma Eldalambaron,* significant gaps remain in the linguistic map of northwestern Endor. Inevitably so, since Tolkien himself did not completely detail all the languages he invented.

To the student of Tolkien's subcreation, such lacunae simply come with the territory; they are limits to be recognized and accepted. But what of the player or GM bent on pushing past the boundaries of the given? The easiest practical solution is: fake it, use what information is available and improvise the rest. After all, that's what subcreation (and role playing) is all about. Occasionally, though, it becomes possible to extrapolate new linguistic data with a good deal more precision, especially when the extrapolator is David Salo.

David has a long track record as a "consulting linguist" for both MERP and OH. Among his many distinguished credits is the creation of Lossidilrin, the Snow-elven dialect from *The Northern Waste.* It was the principle behind this exercise, of following Tolkien's own method in plotting a set of transformations from a common ancestral Elvish tongue, that planted the notion in my head that something similar might one day be attempted on a larger scale for the language of the Elves of Mirkwood and Lórien.

The initial impetus for devising Silvan names was actually occasioned by Jasna Martinovic's Mirkwood-based adventure published in OH 20. The necessity reasserted itself a year later as Thomas Morwinsky and I started preparing the Inland Sea maps, with their coverage of Mirkwood. The final push came when my own campaign began detailing the upbringing of a Dark Elven PC among the Elves of Mirkwood. It was only a matter of time before this issue's feature piece, "A Grammar and Dictionary of Silvan Elvish," would become a reality.

We begin this issue with a short but related historical overview of the Nandor (the Wood-elves) that forms the necessary background to the linguistic portrait David paints for us.

Jeff Erwin follows up with a kindred topic, Dark Elves, and includes a complete set of development stats for playing them in a game.

Next comes the grammar and dictionary proper - everything you need to create names, form sentences, even compose poetry in the Silvan tongue.

In the middle of it all you will find a beautiful rendition of the Elven-king's court, following the designs and costuming of some classical Chris Tubb Mithril figures. My commentary turns toward the subject of genealogy, synthesizing various MERP versions of Thranduil's family and relations.

Thomas Morwinsky comes to the rescue with a last-minute space filler on Mount Gundabad, bringing the MERP canon into accord with the History of Middle-earth series.

Last but not least we have a creative piece by Gen Larson, player of the Dark Elf, Siriann, whose people's story the poem recounts. Astute subscribers will note the reappearance of the enigmatic Muristil from OH 20.

As for news from the wide world, there is somewhat to report. According to Eric Dubourg, the French gaming company Hexagonal will continue to translate and publish MERP modules. I gather from this that Tolkien Enterprises has decided to continue "sub-letting" the foreign rights to MERP.

Thomas Morwinsky has just submitted a lengthy set of guidelines for adapting the role playing game *Harnmaster* to Middle-earth, and this information is now available for download on the OH website.

Finally, as real life continues to erode my free time, I have been turning over in my mind the idea of publishing *The Inland Sea* manuscript on the website (and via floppy for those without Internet access). Unlike *The Oathbreakers,* which still requires a good deal of work before it will be presentable, *The Inland Sea* is more or less ready to go. However, I won't be able to devote the necessary time to a thorough editorial pass until May, so I won't make any promises more definite than "sometime this summer."

Chris Seeman 22
January, 2000

A HISTORY OF THE NANDOR

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"The Nandor are the Host of Denweg, the Wood-elves, the Wanderers, the Staff-elves, the Green Elves and the Brown, the Hidden People; and those that came at last to Ossiriand are the Elves of the Seven Rivers, the Singers Unseen, the Kingless, the Weaponless, and the Lost Folk, for they are now no more."

- Pengolodh (HoMe X.164)

THE FIRST AGE

Among the Eldar who set out upon the Great Journey from Cuiviénen, some were lost on the way, some turned aside, and some remained on the shores of Middle-earth. Whether they wandered in the woods and vales of Middle-earth or dwelt by the Sea, still they were Eldar, and their hearts remained turned toward the West.

Most of these Eldar were of the Teleri. It is said that when the host of the Eldar had passed through Greenwood the Great, they came to the broad river Anduin and saw beyond it the towering peaks of the Misty Mountains.[1] With Oromë, the Vanyar and the Noldor departed for the mountains; but the Teleri looked upon the icy crags and were afraid, for they were a people of woodlands and rivers, and they longed to stay by the banks of Anduin. Then one Denweg arose, and he was of the host of Olwë (which was the hindmost of the hosts of the Teleri on the road); and he led away a great multitude of the Eldar, forsaking the westward journey. The Eldar who continued called these followers of Denweg the Nandor, those who go back on their decision; and until long years had passed, the Eldar knew nothing of their fate.

In after days it was known that the Nandor had turned south down the Anduin. Some settled not far away, in the woods on both banks of Vale of Anduin; but others wandered further south, coming even to the Ethir Anduin where they dwelt by the Sea; and yet others entered into Calenardhon, and passing the Gap between the Misty Mountains and the White turned northward and spread widely through the vast woodlands of Eriador. They were later joined by westward-moving Avari, with whom they merged.[2]

The Nandor became a separate people. They were not like the other Eldar, or even the Teleri, except that they loved water, and tended to dwell beside running streams and waterfalls. They knew more about living things (trees, herbs, birds and beasts) than any other Elves. But they were not simply peaceful; some, when provoked or disturbed, might show an evilness of temper which to the Eldar was reminiscent of the Avari.

Long years after, evil creatures remaining from the reign of Morgoth began to stir in Middle-earth, Orcs and wraiths and werewolves, and they came into Eriador and even to Beleriand. But the Nandor who had entered Eriador were a weaponless woodland folk, and they were much afraid of the creatures of Morgoth. Therefore Denethor son of Denweg, ruler of the Nandor of Western Eriador, who had heard that westward over the Blue Mountains King Thingol ruled a peaceful realm in power and majesty, gathered together as many of his dispersed people as he could and led them across the mountains into Beleriand (VY 1350).

The Sindar soon saw that the Lindi ('the Singers,' as they called themselves) were their near relations, of the clan of the Teleri, whose language (despite great differences) was still clearly related to Sindarin. Thingol therefore welcomed the Nandor as long-lost relatives, and gave them a country of their own on the western side of the Blue Mountains. It was a large but unpopulated country, thickly covered in green forests, and the Sindar called it Ossiriand, the Land of Seven Rivers, because through it flowed the rivers Ascar, Thalos, Legolin, Brilthor, Duilwen and Adurant, the tributaries of the great river Gelion. The Sindar called the Lindi who dwelt there Laegil, Green-elves, both because of the green land and because the Green-elves wore leaf-colored clothing in spring and summer to help them keep secret. One might walk from Adurant to Ascar and never see a Green-elf, such was their wariness and secrecy.

The Green-elves themselves called their new land Lindon, the land of the Lindi, or the Land of Song. Song delighted them, and west over Gelion one could hear their music, "as if all their land was filled with choirs of birds whose fair voices had taken thought and meaning." But even in this they were secret, and they did not sing at night when the creatures of Morgoth might walk abroad. They were a peaceful people, if left undisturbed; they did not hunt beasts, nor did they hew their trees (which they held dear) or light fires in the woods. Neither did they willingly permit strangers m their land. They did not for the most part mingle with the Sindar; but they did not forget their relatives who had remained beyond the Blue Mountains, and from time to time some would cross back into Eriador and have dealings with their kin. They preserved their own tongue as long as the First Age lasted, though almost all the rest of Beleriand spoke Sindarin.

Not long (as the Elves measure time) after Denethor came to Ossiriand, Morgoth returned to Middle-earth and attacked Beleriand (VY 1497). Thingol then called upon Denethor and his Elves for assistance, and together they fought the Orc-host in East Beleriand. But the Green-elves were light-armed, no match for the heavily-armed Orcs, who surrounded Denethor on Amon Ereb, slaying him and all his relatives before Thingol could come to his aid. Thingol slew the Ores; but the Green-elves returned lamenting to Ossiriand. The news of the battle filled the Green-elves with fear, and they never again took a king or went to open war with the hosts of Morgoth, staying a wary and secret folk while the First Age lasted. Their rivers, they believed, guarded them, and indeed it is said that Gelion was under the protection of Ulmo.

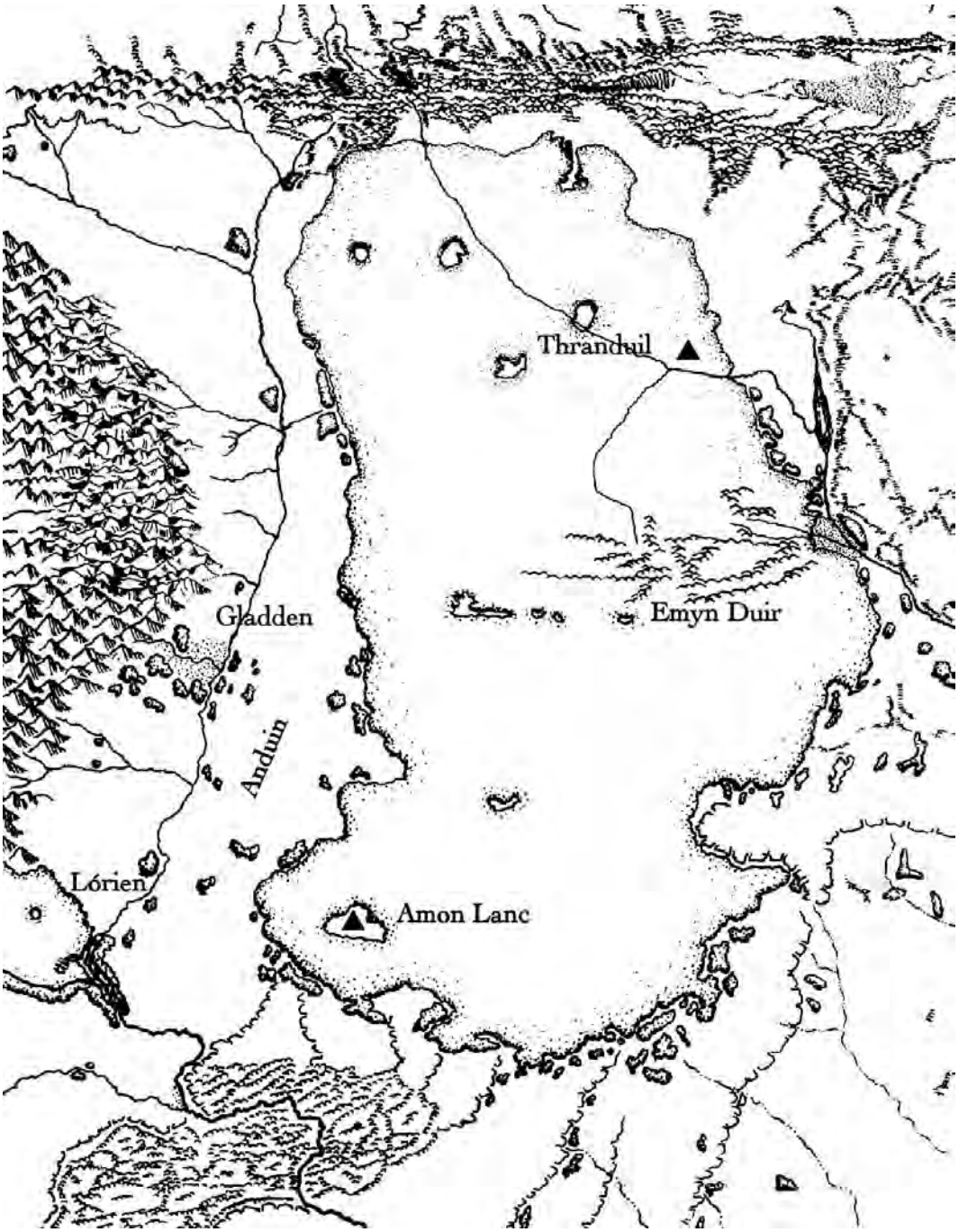
Others of the Green-elves went north and entered Doriath and were joined to the folk of Thingol. But they did not live easily by the side of the Sindar of Doriath, so they dwelt mostly in the little land of Arthorien, between Aros and Celon, eastward in Doriath, sometimes wandering over Celon into the wild lands beyond. They were known as the "Guest-elves", and were ruled by their own chief, Ithilbor (father of Saeros), who was made a counselor of Thingol.

The Nandor, as might be guessed, took little part in the great events that followed the return of the Noldor to Middle-earth.

They sent ambassadors to the Mereth Aderthad in the twentieth year of the sun, but no alliance with the Noldor came of it.

When, in the beginning of the fourth century of the sun, the Atani (whom the Green-elves had indeed heard of from their kinsfolk in Eriador, though never yet seen) entered Ossiriand from the east, the Green-elves begged King Finrod of the Noldor to escort them from their land; other groups of Atani they either harassed, if few in numbers, or avoided, if more numerous.

In the years following the Bragollach they gave aid to the Sons of Fëanor who had retreated to Amon Ereb, for by the forcing of the northern passes the Orcs were able to raid far into East Beleriand. They permitted Beren and Lúthien to dwell in Tol Galen in the extreme south of their land after they returned from Mandos. Nimloth, whom Dior Thingol's heir married, was the daughter of a Green-elf of Ossiriand; and after the fall of Doriath, she and her daughter Elwing fled to Lindon before coming to the Havens of Sirion. But for the most part the Green-elves were unmolested; and in Lindon they still remained, until all of Beleriand was whelmed in the War of Wrath.



THE SECOND AGE

One might think the Green-elves more fortunate than the Noldor and Sindar, for Lindon alone among the great lands of Beleriand remained undrowned, and Gelion still rolled, and the forests were still green. But all was not unchanged. The Blue Mountains had been rent from east to west, and the river Lhûn of Eriador flowed through, sundering Lindon in two. Those of the Sindar and Noldor who survived came into Lindon in great numbers, and Gil-galad, High King of the Noldor, claimed it as his own. The independence of Ossiriand was lost, and the Green-elves who stayed in Lindon were, to all appearances, merged with the Sindar.

It is small wonder, then, that with the threat of Morgoth removed, many of the Green-elves returned eastward into Eriador to join their kin - if they had not already fled to the east during the War of Wrath. With them came many of the Sindar, and also of the Noldor who now remembered the dream of wide realms in Middle-earth that had drawn them from Aman. Chief among these was Galadriel daughter of Finarfin. She became, for a while, Lady of the Eldar in Eriador, dwelling in the lands around Nenuial, ruling even the Nandor who had never come to Beleriand. Probably in this time the Nandor of Eriador were merged with the Sindar, for no more is recorded of them any later in the Second Age. If any preserved their own language and customs, it is thought that they were killed or driven far away when Eriador was devastated during the War of the Elves and Sauron. For this reason the Green-elves are called the Lost Folk, for as a people they exist no more, and their tongue is forgotten, except in those names of peoples and places that survive, and in the brief description that was made of it by Pengolodh of Gondolin in the Second Age. But even as the speech of the Western Nandor falls into silence, we hear anew the

tongue of the Eastern Nandor, those who had remained in the Vale of Anduin. Most of them dwelt in the woods which, at the end of the Second Age, lay on both sides of the upper Anduin; and among them were to be found (as has been said) Elves from the friendlier groups of Avari who had, in the ages after the departure of the Eldar, moved west into Wilderland. These Nandor, we are told, originally had no rulers of their own; but after the end of the First Age, Sindar moving eastward from Beleriand came among them and established themselves as rulers. Greatest among them were two kinsmen of Thingol of Doriath: Amdír, who ruled in the woods west of Anduin, including the region that would later be known as Lórien; and also Oropher, who ruled opposite Amdír on the east bank of Anduin, about the hill in the south of the Greenwood that the Sindar called Amon Lanc. Oropher had come east to escape the dominion of the Noldor, whom he disliked, in Lindon and Eriador. He and his kin at first adopted the Silvan tongue; though later Sindarin came to be more and more used among his people.

There thus remained no 'pure' Nandorin culture in the Second Age. In the west, the Nandor had been absorbed by the Noldor and Sindar. In the east, though preserving more of their original character, they were strongly influenced by the Sindar and Sindarin culture. For this reason, no Nandorin dialect ever became a written language with a standard literary form. Almost all Nandorin words and names that survive were written down in a Sindarin context, and their spelling is more or less influenced by Sindarin norms. The Nandor were not illiterate, but they only wrote in Sindarin. Their own tongue, being somewhat stigmatized, absorbed many Sindarin words and devices, so much so that it was often (falsely) imagined that the Silvan tongue had ceased to be spoken in Lórien or in Mirkwood.

In fact in both realms the tongues were well-known and used, but particularly among a family of Elves at home, or among close friends and relations. In speaking of "high" matters Sindarin was often used, as it had words for many matters of lore and history which Silvan lacked; and Sindarin was used exclusively when speaking to strangers, or to Elves from other lands.

As the known words of Eastern Nandorin demonstrate, the Silvan Elvish dialects of Mirkwood and of Lorien were originally identical, or nearly so. Despite their separation into different realms, until the middle of the Second Age they formed a single community in speech, and Elves from each realm passed freely into the other. But thereafter they became sharply distinguished from each other (though never to the point of complete unintelligibility) for the following reasons.

By the 12th century of the Second Age, Galadriel had begun to visit Amdír's realm, bringing gifts and offering counsel. The Elves of Lórien welcomed her, and under her guidance, the realm was enriched by the lore and wisdom of Old Beleriand; and in the later 14th century she settled in their land. But as many Silvan Elves took to Sindarin ways they abandoned their own language and culture, and the Silvan speech became a matter for use only at hearth and home.

For these and other reasons, the nearness of the Noldo lady was unwelcome to Oropher; and he led his people northward from Amon Lanc, and they settled in the midmost parts of the Greenwood, north of the Gladden River.[3] And thereafter, as the power and dread of Sauron grew, he moved his people yet again further northward, until at the end of the Second Age they lived for the most part in the northwest of the Greenwood, around the Emyn Duir (later called the Mountains of Mirkwood).

As the threat of Sauron arose in the South, many of the Silvan Elves despaired of peace in Middle-earth, and went south down Anduin to set sail for the Blessed Realm. On the shores of the Bay of Belfalas there was already a small Sindarin colony, Edhellond; but with the coming of the Silvan Elves, it grew to a great haven, wherein the Silvan Elves were the majority. It therefore came under the protection of Amdír of Lórien, and he sent his son Amroth to act as his lieutenant in Edhellond. So it was that the Númenórean mariners of later days knew the land around Edhellond as the country of Amroth, and the high hill nigh to the estuary of Morthond as Dol Amroth.

In the great War of the Elves and Sauron, the Silvan Elves played little direct part; but Lórien became a refuge for many of the Elves of Eregion, among whom were not a few Noldor, though Galadriel departed for the new Elvish fortress in the north, Imladris. Thus the Silvan element in Lórien became yet more attenuated.

THE THIRD AGE

At the end of the Second Age many kings fell on the marches of Mordor; among them were Amdír of Lórien and Oropher of the Greenwood. Amroth now returned to Lórien as king, and Oropher's son Thranduil succeeded his father. But after a thousand years of the Third Age, Sauron arose at Dol Guldur and the south of the Greenwood became dark and filled with monsters, and was known as Mirkwood. Thranduil then moved his people again north and east, and in the hills by the Forest River he built an underground hall and fortress against Sauron, thinking of the halls of Menegroth m Doriath where once his father had lived.

A thousand years later, Amroth chose to leave Middle-earth with his lover Nimrodel; their fate is a matter of song. To kingless Lórien Galadriel now returned, this time wielding the Elven-ring Nenya. Under its power, Lórien became a changeless place, in which memories of Aman, of Beleriand, and of the ancient Silvan realm lingered unfading. Neither did the language change; and so it was that, by the end of the Third Age, the Silvan speech of Lórien, when used, was more archaic in form (though more mixed with Sindarin) than the Silvan speech of Mirkwood.

With the end of the Third Age Galadriel departed and with her went the Ring of Adamant. Lórien now began to fade, and in after days little difference between it and the Elven-realm of Mirkwood could be seen. But the best known and longest-lasting of all the Silvan realms in the Fourth Age was the colony in Ithilien, which Legolas son of Thranduil ruled. And so beside the Anduin arose a new Edhellond, from which these last Elves of Middle-earth would now and again set sail.

Of the tongues of the Silvan Elves, therefore, little remains. In the *Lhammas* of Pengolodh, there is a description - all too brief - of the Silvan tongue of the West, both in Ossiriand and Eriador, and a few words and names that remain in the histories. Of the tongue of Lórien, almost nothing remains. Rumor indeed has it that Galadriel, who like so many of the Noldor loved language for its own sake, wrote an account of the ancient language of her realm. But if any copies were ever made of her work, none survive or are willingly revealed. For the rest, only names of a few persons and places survive, often much altered by the influence of Sindarin. Of the language of Mirkwood, on the other hand, we know much, from the Elves of Ithilien who still speak it; and indeed not a few of their words have come into our own Common Speech. It is to their language that the greater part of the following description pertains; but reference will be made now and again to the Ossiriandic tongue revealed by Pengolodh.

NOTES

1. It may be that this was the land by the Old Ford and the Carrock, where in after days the Beornings dwelt.
2. It is said that the Atani met some of the Nandor in their wanderings, and that their speech was in some part derived from the Nandorin. This, maybe, was especially true of the Second House of the Edain, whose tongue was notably similar in sound and even in some devices to that of the Nandor.
3. Where in later days the Woodmen of Anduin dwelt.

TATYARIN AVARI: THE DARK ELVES

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Thanks are in order to Michael Martinez and Oliver Schick for their comments, and I have relied on some linguistic analysis by David Salo, but of course I am wholly responsible for any errors that persist. If any reader wants to contact me about this work (or about Elves in MERP in general) they can e-mail me.

WHO ARE THE TATYARIN AVARI?

Properly, the Tatyar were the second tribe of the Elves who awoke in the East. They have two main branches: the Noldor and the Avari (who are themselves divided into sub-clans).

Because of the importance of the Pendi (Telerin, or Third-clan, Avari of Mirkwood and environs) in the published tales of Middle-earth, the existence of large numbers of Avari of a different origin has become obscured.

Nonetheless, "Quendi and Eldar," published in *The War of the Jewels,* makes note of these Elves and their presence in the Northwest, and this article conforms to that essay's assumptions, the most complete, by far, of all the scanty descriptions Tolkien devised. Therefore their insertion into MERP is recommended, to lend a sense of canonicity and coherence to the ill-defined Avari.

When the Tatyar sundered into Eldar (Noldor) and Avari, they did so in like numbers, half going West and half staying, for the time being, in Cuivénien (HoMe XI.380-1). These latter, the 'Refusers', later ventured west and south. ".. .[T]he Avari in general remained secretive, hostile to the Eldar, and untrustworthy; and they dwelt in hidden places in the deeper woods, or in caves" (HoMe XI.377).

The most famous leader of these elves, though apparently himself at least partly Sindarin, was Eöl. Besides his half-Noldorin son Maeglin, he was the only of them to be named and play a prominent role. For this reason, he is (despite the problems of interpretation that result) our archetype. Of his kind, he was clearly a lord and chieftain, so as much as the princes of the Noldor display their races flaws and virtues, it must be assumed that he reflects his own, despite unclear origins.[1]

One version of his history is as follows: "Eol was a Mornedhel, and is said to have belonged to the Second Clan (whose representatives among the Eldar were the Noldor). He dwelt in East Beleriand not far from the borders of Doriath. He had great smith-craft, especially in the making of swords, in which work he surpassed even the Noldor of Aman; and many therefore believed he used the *morgul,* the black arts taught by Morgoth. The Noldor themselves had indeed learned much from Morgoth in the days of his captivity in Valinor; but it is more likely that Eöl was acquainted with the Dwarves, for in many places the Avari became closer in friendship with that people than the Amanyar or the Sindar..." (HoMe XI.409).

Eöl had a curious trait. "For though at Eöl's command she [Aredhel] must shun the sunlight, they wandered far together under the stars or by the light of the sickle moon;..." (Sil.133). He was "sun-shy" (135); his home was in the "sunless wood" (137). This all speaks of a decided aversion to the day. According to the Grey Annals he 'shunned the sun, desiring only the starlight of old' (HoMe *XI AT).*

Though Tolkien states the Avari lived in caves in some cases, Eöl lived in a house (HoMe XI.332). This may be relevant as circumstantial evidence for multiracial heritage.

Regardless of their affinity to the Noldor, his people were physically different (Sil.134). This is not surprising, if they had intermarried a little with the Telerin tribes, and were not as strong in spirit as the Calaquendi, for spirit is reflected in physique for the Quendi. Eöl is not described in detail, besides mention of his height (133); since Maeglin is described as being 'black-haired' with 'dark eyes' (134) we may wonder whether these features are typical more of his father's kin or his mother's, for although his 'face and form' were alike to the Noldor. The hair of his mother was also dark (61).

"Quendi and Eldar" (HoMe XI.383-4) in its description of the Noldor clan-name suggests a number of illuminating details: first the name, **ñgoloðô,* had pre-March origins, and that it, in its root *NGOL (knowledge, wisdom, lore) referred to the Second Tribe's preeminence in those disciplines. It is logical, therefore, to assume that their Avarin kinsfolk were likewise blessed with the same facility.

WHERE DO THEY LIVE?

Across the length of Middle-earth. In fact:

The first Avari that the Eldar met in Beleriand seem to have claimed to be Tatyar, who acknowledged their kinship with the Noldor, though there is no record of their using the name Noldo in any recognizable Avarin form. They were actually unfriendly to the Noldor, and jealous of their more exalted kin, whom they accused of arrogance. (HoMe XI381)

Thus there is plenty of First Age evidence for their presence as far west as Hithlum, or at least western Beleriand. For this reason they may be suspected (though it is never stated) to have continued to live in Lindon, Eriador and Rhovanion alongside the Nandor and the Penni.[2] Despite living in proximity to the Edain of Estolad, they escaped notice of Men. As to why, it appears they have not known to differentiate them from the Nandor.

They did not live in solitude, but in bands. "[S]uch servants as he had, silent and secret as their master" (Sil.133). "... Somewhat later the Sindar became aware of the Avari, who had crept in small and secret groups into Beleriand from the South" (HoMe XI.377).

WHAT DO THEY CALL THEMSELVES?

In as much as they were able to represent themselves to the Noldor as fellow Tatyar they doubtless retained

that terminology as a clan name, in addition to whatever ordinary descriptions they used. *The Lost Road* contains this etymology note:

***TATA**- (cf. ATA, ATTA). N* tâd *two,* tadol *double. Q* tatya- *to double, repeat;* tanta *double. (HoMe V.391)*

The Sindar, however, called them "Morben, or Mornedhel" (HoMe XI.380). It is doubtful if they called themselves so. But a scattered people are not in a position to spurn the sobriquets their neighbors give them easily. Certainly Eöl "lived in deep shadow, loving the night and the twilight under the stars" (Sil. 132) so the name was not unapt.

Tolkien reveals the names of several Avarin tribes:[3]

Kindi, Cuind, Hwenti, Windan, Kinn-lai, *and* Penni *[who he states are the Rhovanic Avari, or Silvan groups] (HoMe XI.410)*

The change of *KWEN to Common Telerin *PEN "took place far back in Elvish linguistic history; possibly before the Separation" (HoMe XI.407; cf. 375) and "suggests... it had already occurred among the Lindar before the Separation" (HoMe XI.410). This means that (if true) those Avarin tribes using a *KWEN based tribal name are all Tatyar...

If one accepts this, it means that the tribe fragmented, perhaps pulled apart from pride and geographical distance. However, Eöl's own speech was Sindarin, which seems to be evidence that he was raised among that people. His name is meaningless in that tongue, but whether it simply is a primitive sound (like Elu, or Elmo) or has some lost Avarin sense is a mystery (but see HoMe XI.320). His people probably called themselves Hwendi or, in later Ages, Windan in their own, secret, language. (See Note 3.)

TATYARIN AVARI IN BELERIAND

Before the rise of the sun, Thingol discovered the Maia Melian in Nan Elmoth, which remained afterwards enchanted by her haunting presence. After she had departed with the Sindarin king, at some point Eöl came to the land and settled there.

VALIAN YEARS

1130 Elu Thingol encounters Melian in Nan Elmoth.

1250 The Dwarves enter Beleriand, and are welcomed by Thingol.

1350 Denethor and the Laigrim arrive in Beleriand. (See Note 1.)

1497 Melian raises the Girdle about Doriath. [In certain versions of the notes to the chapter "Of Maeglin" (HoMe XI.321), it is then that Eöl left Doriath.]

FIRST AGE

310 Finrod Felagund discovers the Edain in Ossiriand. They are resettled by his leave in Estolad east of Eöl's lands.

316 Aredhel becomes lost near Nan Elmoth, and is discovered by Eöl, who devises enchantments to imprison her; but she comes to be his wife, for he is not unhandsome.

320 Maeglin is born to Eöl and Aredhel in Nan Elmoth. Aredhel flees Eöl, and with Maeglin came to Gondolin. Discovering her flight, Eöl pursues her to the hidden city. But Turgon forbids him to take back his wife and son, nor to leave, on pain of death. In his fury, Eöl attempts to slay Maeglin, but strikes down Aredhel instead. He is thrown from the Caragdûr. After Eöl's disappearance (See HoMe XI.327-328.), his people play no major role in the history of Middle-earth, at least in that which is recorded. There are a few episodes that can hardly fail to have impacted them, however.

455 The Dagor Bragollach. This battle saw Orcs break through the Elvish lines and ravage the lands between Gelion and Celon, though it remains possible, even likely, that the vale, in the actual battle, was protected by the enduring enchantments of Melian and after her, Eöl. Even so, the power of the Enemy would have extended over the country of the Tatyar, and they would not be able to rely on such defenses for long.

We do not know how Thingol came to employ the Dwarves of Nogrod in Doriath, but it would not be inconsistent with what we know to suggest that Eöl and his people played some role. If this is so, then they did not hinder the Dwarven host when it set upon the Sindarin kingdom, passing along the Dwarf-road near their border (1A 503). Either they were absent, or they were unwilling to help.

In any case, they failed against the Enemy, fleeing from Beleriand or peering inactively from their secret home. This may not have been all their doing, since the sons of Fëanor had become knowledgeable of the inhabitation of Nan Elmoth, and were jealous of their cousin's honor. So we may suspect that Celegorm and Curufin fell upon the haven, and took possession of it, though probably bloodlessly. This seizure would have given them useful knowledge to prosecute the Kinslaying at Menegroth, by exposing them to the enchantments of Melian (even those which persisted after her absence).

Tolkien informs us that the Avari rarely joined themselves to the Sindar, but that "they remained secretive, hostile to the Eldar, and untrustworthy" (HoMe XI.377). So they would not feel welcome in Doriath. They most likely made their way east into Ossiriand and Eriador.

It remains disturbingly likely that some of their numbers were impressed into the service of Morgoth, and this would account for their continuing evil reputation. They had remained aloof from the war, for they were Moerbin, as distinct from Celbin (in much as the Edain were considered Celbin as "peoples in alliance in the War against Morgoth" HoMe XI.377; cf. 408-409).

Although the Penni (Lindarin Avari) were to become the Silvan Elves, and mixed with the Sindar and Nandor in Rhovanion and Eriador, the Tatyar were said to be estranged from the Eldar. Whether this excluded contacts with the Nandor is not clear; it seems unlikely. (But see Note 1.)

The Tatyar did not, however, restrict themselves to spouses of their own kind, for Eöl was not only the husband of Aredhel, but, at least by one source "[o]f old he was kin of Thingol" (Sil. 132). So there is no evidence of endogamy. Regardless, these folk must preserve their customs and secrets as do the dwarves, by sharing them seldom with outsiders, and by living apart.

NOTES

1. Tolkien's identification of Eöl as an Avar in Quendi and Eldar is a late development, but it is uncertain. His late work, c.1969, "Of Dwarves and Men" contained the sentence: "It is doubtful if any of the Avari ever reached Beleriand or were actually known to the Númenóreans." (HoMe XII.312-3) That essay is mostly from an Adanic or Khazadic point of view,

however. If there were no Mornedhil in Beleriand, why did such a term exist in modern Sindarin?

Apparently (HoMe XI.328, 420) Tolkien reverted to Eöl to being a Sinda (or Nando, viz. HoMe XI.320) and an Elda in his last revision of the text (1951 and c.1970), but he is still called the "Dark Elf." Quendi and Eldar dates to 1959-60.

In his revisions to the Eöl-tale c.1970 (HoMe XI.320) Tolkien introduced the idea that the appellation "Dark Elf" referred to Morgoth's corruption of his slaves, who were thus infected with evil. In this bondage, Eöl learned his craft. This concept, which would have necessitated several modifications to the text, was apparently abandoned. Instead Eöl was a student of the Dwarves.

The darkness as a psychic darkness interpretation is at odds with his work of the previous year "Of Dwarves and Men" in a passage immediately preceding the problematic one which begins this note ".. .'Dark Elves' or 'Elves of Darkness' was used by them, but in no way implied any evil, or subordination to Morgoth; it referred only to ignorance of the 'light of Aman' and included the Sindar (HoMe XII.312)."

This is of course only true of Noldorin Quenya usage. The difficulty then is that it would be meaningless to designate Eöl as 'the Dark-elf' unless the description was particular, not a generalization. He could be so by either being a unique or characteristic figure. Characteristic wins out, as he is one of a community, not a hermit.

It is possible, but not provable, that somehow Eöl was both a Sinda (or Nando)/Elda and a Mornedhel/Avar in the same way his son was of mixed heritage. The fact of being of Eldarin ancestry (though his mother, most likely, but not necessarily) might be expected to supercede the Avarin lineage, much like the grandchildren of Beren are Eldar. So, if one wills, he can be contradictory figure: an Elda (though perhaps he turns his back on it, emphasizing his alien, Avar, ties) Mornedhel, as Elrond is a Peredhel Noldo. Tolkien's passing prevented the only real functional solution, and its hard choice.

Regarding the possibility of a Nandorin origin, Eöl's continuing and unfinished metamorphosis in Tolkien's

work had him for a time "...one of the Teleri who refused to cross the Hithaeglir (HoMe XI.320)." If this were so (and his rejection of it was not emphatic, but tentative), he would have to have come by a rather disparate heritage if we are to sustain an Avarin theory; in this case the parentage of the Dark Elf would be in one parent Nando-Tatya, and on the other, a royal Sinda. This confines his birth to the period after 1350 VY. It is appealing, but entirely hypothetical, that the Nando-Tatya parent was one of the presumable emissaries that made contact with Thingol, and that Nimloth of Ossiriand was the child of the reciprocal embassy.

Whatever the case, Eöl's darkness is not just a linguistic device, a philosophical antithesis to Eldalië, but, alas, also, an insolvable textual obscurity.

2. Though they have lost their old tongue and much of their distinctiveness, the Nandor of Harlindon still remember when they were a separate people.
3. The Cuind and the Kinn-lai are identified by ICE as the Avari of the southwestern cape of Endor and of the Mumakan, respectively, in their interpretation of southern Middle-earth (*Hands of the Healer*). The other groups might (based on that assumption) I have reconstructed, with some help from David Salo, as:

***Hwendi** = Urd and the north, northern Cuiviénen. They were the parent tribe of the:

Windan = The Northwest of Middle-earth, mainly Eriador and points west and south. These are Eöl's

people. They have vanished by the Third Age.

Hwenti = Sea of Rhûn, parts of Harad and Gondor.

***Kwindi** = Ralian and southern Cuiviénen. They are the parent tribe of the:

Cuind = Drel, from which split off the:

Kinn-lai = Mûmakan

Kindi = central Endor.

The loremasters must have heard the names of some of these groups from the Númenóreans in the Second Age, for the compiler of the work "Quendi and Eldar" is apparently Pengolodh, who left Middle-earth in that era.

CHARACTER CREATION

The following is a version of the Tatyar for use with MERP, including everything necessary to generate characters. I have made an effort to follow assumptions and balancing factors made by those rules.

Generally, this description applies to the Tatyar of the far south or east best, or some survivors of Belenand. However, they are found partly assimilated amongst the Nandor and Avari of Rhûn (and some individuals in Mirkwood). These clans of the Northwestern forests are less pronounced in their xenophobia, less grim of nature, and less dangerous, existing more in harmony with their cousins.

The Eldest of this folk were startled and uneasy at seeing the Sun rise for the first time, being lovers of the night and dark woods, and when they learned what she heralded, the coming of the Exiles and the Atani, it did not please them. Those born in the Ages since have less disquiet for her, and move by day when it suits them, but the cultural aversion to the Sun, her heat and brilliance, endures. For this reason the oldest of their homes are hidden in shade, but are not shielded from the beloved stars.

The Tatyar in isolation are out of balance with themselves and the counterpart natures of the Lindar. This is their great flaw. No one should confuse this with evil, a capacity that is unnatural to all Quendi.

Build: The Tatyar are akin to the Sindar in their build, though they are more muscular in appearance. Males average about 190 pounds, females 155 pounds.

Coloring: These folk are very fair, but their hair is dark and their eyes (depending on the degree of intermarriage in their ancestry) are grey, like the Noldor.

Endurance: Being frequent travelers where they do not rule (the Tatyar either move about secretly and without a home, or make one in a dark forest), they are capable of 16-20 hours of travel a day. Instead of sleeping, they may slip into a trance daily for 1-3 hours as they travel.

Height: Males average 6'4"; females 6'0". Some pureblooded lines show greater stature.

Lifespan: The Tatyar are immortals, though, as Avari, they eventually, over long ages, begin to fade, becoming lingering spirits. This is natural to the Avari, but some corrupted few resist the loss of physical form with sorcery, like the Black Númenóreans; such efforts lead to spiritual and bodily degradation. The youthful pride and materialism of Tatyar is inevitably eroded by the process of becoming unbodied.

Resistance: They are immune to sickness and do not scar; they may add +15 to resisting cold attacks.

Special Abilities: Under moonlight or starlight, they can see as well as any Man in the noon-sun. In other cases, with some sort of light, they can see 50' or more perfectly, and reasonably up to 100'. The Tatyar are blind, like Men, if there is no light (though some are skilled at sightless combat). Elvish sight is extraordinary, and can see long distances (5 or more leagues) with sufficient clarity and height. The Tatyar, like the Noldor, have a natural affinity for artifacts and items of power (+10 to Item Use rolls) and all develop a particular craft or lore specialty (+10 to one Craft or Lore skill roll).

The Eldest of this folk were startled and uneasy at seeing the Sun rise for the first time...

CULTURE

Clothing & Decoration: The Tatyar prefer to wear grey, blues, blacks and deep greens. Their dress is outwardly austere and presents a quietly noble presence, if it is seen. Frequently their dark clothing is laced with slightly tinted patterns, like vines, mineral striations, or constellations. The Tatyar dislike the sun, and do not use it in any of their symbolism.

Fears & Inabilities: The Tatyar are mildly nocturnal by preference; they also are not accustomed to the sea and are not shipbuilders, which has limited them to river, foot and horse travel as they migrate. They are happiest in darkness, like most Men are happiest in the day.

Lifestyle: Their isolated villages and fortresses, often underground, are hidden in inaccessible and unwanted wilderness, at least in the fringes of the North-west; but it is said that in the far South and East are small kingdoms. Most settlements contain bloodlines and followers that have fallen away from the Lindar, particularly if the settlement is riverine or near the sea.

Marriage Pattern: Monogamous and for life. Though they marry other Elves, they tend to dominate non-Tatyar (if they can), though in most cases with as great a store of affection as the Eldar. Intermarriage with mortal Men is extremely rare.

Religion: Informal and intensely personal. The Valar are not venerated, but are usually admired and respected. Varda and Aulë are the highest in esteem; Oromë, perhaps, the least, since he is viewed as have stolen and estranged their kinsfolk, nor are they allies of Ossë, a manifestation of the forbidding coastal seas. To a limited degree they are aware of all the Powers, from memories of the Huntsman's words and the innate sensitivity of Quendi to the exercise of magic and power. (Their self-reliance both weakens their spiritual potential relative to the Eldar and protects them from the temptations of Dark cults. They do not worship Morgoth or his servants.)

OTHER FACTORS

Demeanor: Unlike the Silvan Avari, the Tatyar do not hide their suspicious and grim nature. They are capable of fine emotions and affection, but keep these to themselves. Their humor is cool and intellectual.

Language(s): Starting Languages: Most speak their own tongue (there are several dialects) at Rank 5. When amongst other Elves, they usually speak Sindarin or the Silvan language (Rank 4). Most know Westron, a Mannish trade language or Adunaic (two at Rank 4) as well. Comprehension of Quenya is limited (Rank 2). Skill Development: Tatyar may learn local languages to Rank 4.

Prejudices: The Taryar are secretive like

their Silvan kin, and treat with outsiders only when it serves their needs. They dislike the Eldar, particularly the Noldor, whose pride is too akin to their own, and use Nandor intermediaries if possible. Of mortals, they retain a curious amity with Dwarves (when their pride has not led them into rivalry), perhaps best of all the Quendi, and tolerate Númenóreans. They do not escape the hatred of the King's Men, whom in return they characteristically judge (like all other Dark servants) to be slaves of the Shadow. The Tatyar hate Orcs, slaying them when they are encountered, viewing them as manifestations of their own possible dark failure. Still, they are too caught up with their own interests to spend much time seeking out Evil. These characteristic attitudes (though not their elusiveness) fade with their forms as they reach antiquity.

Restrictions on Professions: None. They are as quick to employ magic as the Silvan folk, but perhaps more secretly. Essence is their preferred realm, being loath to entrust themselves to greater powers.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, broadsword, short sword, whip, bola, long bow, short bow, quarterstaff, two-handed sword, javelin, spear. RM options: main gauche, shang, rapier, ge, kynac, boomerang, net, boar spear, throwing stars.

Armor: The smithing and crafting skills of certain members of this tribe would account for nearly any equipage, but the practical difficulties of remaining mobile would constrain them in most cases to leather, either pliant or reinforced with metal studs or plates.

Clothing: Dark wool, cotton or silk undershirt (pale or greyish colors preferred); comfortable well-fitted tunic, jerkin or tabard, short or medium length (contrasting, but muted, darker shade), belt of fine rope or braided leather; sometimes a weapon sheath is worn over the shoulder. Long boots with sheaths for daggers or knives, made of soft hide or durable canvas. Female Tatyar in places of sanctuary often wear well-fitted silk or linen dresses, with ample skirts, not brushing the floor, and no trains. Clothing worn by either sex is cunningly and subtly decorated with familial and personal symbols. Clothing is made to last, and is often made from purchased cloth, except where settled communities have existed for some time.

Money: Unlike the Telerin Avari, the Tatyar carry coin, frequently minted by their Dwarven friends. They also value jewels, small items of craftsmanship, silk and jewelry. Most Tatyar carry most over their moveable wealth on their person or hide it in secret caches, but family groups hoard wealth, permitting lone adventurers to leave with usually no more than 2 gp.

BACKGROUND OPTIONS

The Tatyar receive four background points, like the Lindarin Avari, having chosen a similar fate in the Song of Creation.

Special Abilities: All available. Replace range 61-65 with skilled with enchantment and illusion: add +10 to all Base spell attack rolls from Open Essence spells.

Special Items: Tatyarin bands often include skilled craftsmen, particularly in metal. Most carry exquisite weaponry, daggers, spears, javelins and swords preferred.

Extra Money: Gems or Dwarvish coin worth a total of 1-200 gp. These would comprise personal wealth accumulated through much care.

Hobbies: Primary Skills: any weapon skills, read rune, use item, directed spells, perception, body development, spell lists, stalk/hide, languages. Secondary Skills: appraisal, caving, foraging, rope-mastery, sky-watching. Artistic Skills: dance, sculpting. Athletic Skills: rappelling. Craft Skills: embroidery, sewing, leather-working, metal-smithing, wood-crafts. Lore Skills: secret knowledge, geology, geography.

Stat Increases: Any stat may be increased.

Extra Languages: Because the Tatyar are so scattered, the languages they are exposed to are very different. In general, they share the Elven propensity for linguistic skill. Besides local languages, they may learn (very rarely) Khuzdul (Rank 3).

Movement & Maneuver Skills:	
No Armor	1
Soft Leather	0
Rigid Leather	0
Chain	0
Weapon Skills:	
1-H Edged	1
1-H Conc.	0
2-Handed	0
Thrown	0
Missile	1
Pole-arms	0
General Skills:	
Climb	1
Ride	1
Swim	2
Subterfuge Skills:	
Ambush	0
Stalk/Hide	4
Pick Lock	0
Disarm Trap	1
Magical Skills:	
Read Rune	1
Use Item	1
Miscellaneous:	
Perception	3
Body Develop.	1
% Spell List	30
# Add. Languages	7
# Background Op.	4

Special Abilities:
add +10 Use Item, +10 any one Craft

Special Racial Modifications

ST	AG	CO	IG	IT	PR	Ess	Cha	Poi	Dis
0	+10	0	+5	0	+5	0	0	+10	+100

A GRAMMAR AND DICTIONARY OF SILVAN ELVISH

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The Silvan language described in the following text is a new invention, not to be found in the works of J.R.R, Tolkien. It is, however, clearly based upon Tolkien's invented languages, drawing especially upon Tolkien's Ilkorin and Doriathrin languages (which were superseded by Sindarin), upon the few words and names which are said to be in the languages of Ossiriand, Lórien, or Mirkwood, and to a small extent on Tolkien's early "Gnomish" language. It is also intended to fit precisely into Tolkien's overall family tree of Elvish languages. Almost all of its words can be derived from Common Eldarin roots through consistently applied sound changes, and most of the words have cognates in either Quenya or Sindarin. Its grammar is also intended to be derivable from what is known or guessed about the grammar of early Eldarin; in this sense, it is a genuinely Elvish *language.*

However, the precise forms and usages of that grammar are entirely invented; the details of Silvan phonology, and the relationships of the various Silvan dialects, are invented, however plausibly; the great majority of the Silvan words cannot be found in any work of Tolkien's. Since Tolkien did not discuss Silvan in any depth in his published works, this has given the inventor considerable freedom to describe Silvan somewhat more completely than either Quenya or Sindarin have yet been. He hopes that it will be used and enjoyed: as a language in itself, as a tool that will help in imagining the lives of the Silvan Elves, and as a window into the complex but fascinating structures of Tolkien's Elvish languages.

A BRIEF DESCRIPTION OF SILVAN ELVISH

This document has been preserved with a few rare copies of the Red Book originally kept in Minas Tirith. Although associated with other documents of linguistic interest, its contents prove that it was not originally written for the Red Book, and its preservation is probably fortuitous. It appears to be a manual written in the early Fourth Age, perhaps in the reign of Eldarion, for the use of those Gondorians who dealt with the Silvan Elves of Mirkwood and Ithilien and wished to know a little of their speech. The name and station of the author are unknown; but it can be deduced that he was a man of Gondor, probably from Ithilien, who was familiar with the Elves whom Legolas had brought there. It can also be seen that he had some education in the Elvish classics, and wished to impress upon his readers the unbroken connection of the Silvan Elves of his day with the Nandor of ancient history. He also knew Ouenya and Sindarin, and had access to a copy of Pengolodh's *Lhammas* (to which he repeatedly refers) which was evidently more complete than the fragments which have survived to our own time—all things which should be considered by those who wish to identify him with a known figure from that period. (Some believe its author to have been Findegil, compiler of the justly renowned *Kenta Menesselion Andunóressen.)*

Abbreviations used in the following include L. (Lórien Silvan), M. (Mirkwood Silvan), and O. (Ossiriandic). When "Silvan" is used without qualification, Mirkwood Silvan is meant.

SOUNDS

The sounds of Mirkwood Silvan were pronounced almost identically to those of Sindarin. The primary differences are these: long *é/ê* and *ó/ô* were pronounced with close vowels (as in Quenya), approaching, though not reaching, *î* and *û;* and the primary stress of most words was on the first syllable. Lesser stresses fell on every other syllable thereafter.

Consonants of Mirkwood Silvan

Voiceless stops	**p**	**t**		**k**	
Voiced stops	**b**	**d**		**g**	
Voiceless fricatives	**f**	**th**	**s**	**ch**	**h**
Nasals	**m**	**n**		**ng**	
Voiced fricatives	**v**				
Glide and liquids	**w**	**l, r**			

Vowels of Mirkwood Silvan

Monophthongs: **i, e, a, o, u, í, é, á, ó, ú**
Diphthongs: **ai, au, ie, io, iu, ui, uo**

The diphthongs *ie, uo* were rising diphthongs, stressed on the second element and so approaching (though not identical to) *ye, wo.* All other diphthongs were falling diphthongs stressed on the first element. The diphthongs *io, iu* differed according to speaker. The diphthong *io* might be pronounced as a combination of the sounds *i* and *o,* but it was often transcribed *eo* and approached the sound of a rounded *e (ö).* The diphthong *iu* was normally pronounced like the *ew* in "phew", but by some speakers (especially Sindar) was pronounced like a Sindarin *y.*

The sounds of Lórien Silvan are much less well known than those of Mirkwood, but it appears that they included the consonant *∂h* (which had become *th, ∂,* or *l* in Mirkwood). The vowels of Lórien Silvan included the diphthongs *èi, ei, ou, òu,* and lacked *au, te, uo. èi* and *òu* represent sounds in which the first element was a vowel lower than the first element in *ei* or *ou.* In transcriptions (all of which are found in a Sindarin context) *ei, ou* are variously written *ei, ou* or é, ó*; èi* was always transcribed *ei,* and *òu* was transcribed *ou* or *au.* Thus we have variously *Lórinand, Lourinand* "Lórien" on the one hand, and *∂oum, ∂aum* "gloom" on the other; the latter has been, therefore, represented as *∂òum.*

The sounds of Ossiriand recorded by Pengolodh include the sound *gh* (a fricative *g* or voiced *ch),* they also only included the diphthongs *ae, ai, au, iu, ui,* and a nasal vowel *ã,* but were otherwise similar to the sounds of Mirkwood Silvan. It appears that in Ossiriand, *é* and *ó* were lower or more open than in East Silvan.

Umlaut

Umlaut was a predictable change which in Mirkwood and

Lórien Silvan only affected the short vowels *a* and *o*. It arose from the existence of an *i* or *y* in the next syllable, which in some instances had vanished and in some remained. It is most often seen in the formation of plurals; but it can be seen in the variation between present and past stems in some verbs. The umlaut changes were:

1. ***a*** > ***e***

laɔɔ "leaf"	*leɔɔin* "leaves"
gwannen "I went away"	*gwenan* "I go away" [**wanyan*-]

2. ***o*** > ***u***

o*rth* "mountain"	***u****rthui* "mountains"
o*lum* "cup"	***u****lmin* "cups"

3. ***io*** > ***iu***

io*g* "snake"	***iu****gin* "snakes"

These changes only occurred in the syllable immediately before the *i* or (original) *y* which caused umlaut.

Vowel Reduction

Overlong vowels occurred only in monosyllables, and were reduced to long vowels in polysyllables when stressed (i.e., initial) and followed by no more than one consonant, but short vowels when unstressed or when followed by two or more consonants:

tôr "a king"	*tóra* "of a king"
gôð "dirt"	*góðan* "I stain"
but	
rôth "climber"	*Amroth* "high climber"
mîr "jewel"	*mirlene* "string of jewels"

MORPHOLOGY

Our information about the grammar of Silvan Elvish is much more scant than our information about its phonology, principally because words and names (the primary matter in which ancient forms of Silvan are preserved) offer few clues about sentence structure or morphology; and because Pengolodh was primarily interested in his *Lhammaɔ* to demonstrate the phonetic relations of the various Elvish languages, rather than to provide complete grammars of each of them. Our chief information about Silvan grammar comes, therefore, from the Silvan of Mirkwood; and it is by no means certain that what is true of that Silvan language is true of all Silvan tongues.

In particular, the Mirkwood Silvan tongue appears to have been much simplified; the number of morphologically distinct tenses has been reduced to two (past and present), with other tenses indicated by auxiliary verbs; the number of cases has been reduced to three (nominative, genitive, and dative); there are only two numbers, singular and plural (a few "dual" forms, limited to natural pairs such as eyes, ears, hands, feet appear to be actually derived from the plural). Old distinctions such as those between the ***i***-stem and ***a***-stem verbs have been leveled out; there is, practically speaking, only one conjugation in Mirkwood Silvan, with a few irregular verbs. On the other hand, the formation of the nominal plural has become rather complex (though it is still simpler than Sin-darin).

The Verb

The Silvan verb shows three persons (1st, 2nd, 3rd; it distinguishes singular from plural forms in the 1st and 3rd person, and familiar ("thou") from respectful ("you") forms in the 2nd person. The actual usage of the familiar and respectful differs somewhat from that of other Eldarin languages. In practice, the familiar is only used when addressing immediate members of one's family (except parents), e.g., spouse, brother, sister, or child, or an extremely close friend; and very occasionally to indicate extreme contempt. In all other cases the respectful is used. There is practically no instance in which a human should address an Elf with the familiar.

All forms of the Silvan verb can be formed from two stems: the present stem and the past stem. The present stem always ends in ***a****-;* the past stem ends in ***e****-*.

Formed from the present stem are the infinitive, the present participle, the imperative and all inflected forms of the present tense. The infinitive is identical to the present stem without ending; the present participle ends in ***-l***. The imperative is formed from the present stem with final ***-a*** dropped and (frequently) the prefix ***a***- added to the beginning (except when the verb begins - with a vowel). The present tense is shown below.

Formed from the past stem are all inflected forms of the past tense, and the past participle, which is the same as the past stem except that the final ***-e*** is dropped. When the past stem ends in *-lne* (as in *kolne-* "bore") the past participle ends in *-lon* (e.g. *kolon* "borne").

The construction of the past tense appears extremely irregular; a full explanation of its forms would necessitate a lengthy and somewhat speculative account of the history of Mirkwood Silvan. Here it can only be said that almost all past tense forms involve the introduction of a nasal element, sometimes before, sometimes after the final consonant of the stem. In many cases where the root forms a present stem by means of a suffix, the suffix is dropped in the past tense. In cases other than these (so-called "weak verbs"), the past tense is formed by means of a suffix ***-ene-*** which replaces the ***-a-*** of the present stem.

Example of strong verb: ***nara-*** "tell"

Infinitive: ***nara*** "to tell"
Present Participle: ***naral*** "telling"
Past Participle: ***narn*** "told"

Present tense (***nara-***)

naran "I tell"	***naram*** "we tell"
narag "thou tellest"	***naratb*** "you tell"
naraɔ "he, she, it tells"	***narar*** "they tell"

Past tense (***narne-***)

narnen "I told"	***narnem*** "we told"
narneg "thou toldst"	***narnetb*** "you told"
narneɔ "he, she, it told"	***narner*** "they told"

Imperative

anar, nar "tell!"

Example of weak verb: ***linða-*** "sing"

Infinitive: ***linða*** "to sing"
Present Participle: ***linðal*** "singing"
Past Participle: ***linðen*** "sung"

Present tense (***linða-***)

linðan "I sing"	***linðam*** "we sing"
linðag "thou singest"	***linðatb*** "you sing"
linðaɔ "he, she, it sings"	***linðar*** "they sing"

Past tense (***linðene-***)

lindenen *"I sang"*	***lindenem*** *"we sang"*
lindeneg *"thou sangest"*	***lindeneth*** *"you sang"*
lindenes "he, she, it sang"	***lindener*** "they sang"

Imperative

alind, lind "sing!"

Compound tenses

All other tenses are formed by combination of an infinitive or participle and an auxiliary verb. The most commonly used combinations form the perfect, pluperfect (past perfect), future, and conditional tenses. The perfect and pluperfect are formed by the combination of the past participle and forms of the verb ***na-*** (originally meaning "be", but now not found except in this construction). Except in poetry, the participle always comes before the auxiliary verb.

Present perfect: ("has/have sung")		Pluperfect ("had sung")	
linden nan	***linden nam***	***linden nonen***	***linden nonem***
linden nag	***linden nath***	***linden noneg***	***linden noneth***
linden nas	***linden nar***	***linden nones***	***linden noner***

The future and conditional are formed by a combination of the infinitive and the verb *lela-* "go".

Future ("will sing")		Conditional	("would sing")
linda lelan	***linda lelam***	***linda lenden***	***linda lendem***
linda lelag	***linda lelath***	***linda lendeg***	***linda lendeth***
linda lelas	***linda lelar***	***linda lendes***	***linda lender***

Some scholars treat all of these forms as single words (e.g. *lindennas, lindalelas);* but the two parts are sometimes separated by adverbs or (in poetry) reversed. This is, admittedly, increasingly rare, and it is never wrong to place an adverb before the entire construction.

Passive forms of the verb are formed by the pronoun *pen* placed in subject position

Lindenes ***pen*** *lîr.* (lit. "Sung **one** a song.") = "A song was sung."

The Noun

The noun of Mirkwood Silvan has three cases. The first or nominative case was used for the subject or object of a verb. The distinction between the two was based on word order, which normally was Verb-Subject-Object (VSO), with subject or object placed first for special emphasis.

VSO: ***Sunges*** *gandor gwin.* "The harper **drank** wine."
SVO: ***Gandor*** *sunges gwin.* "The **harper** who drank wine."
OVS: ***Gwin*** *sunges gandor.* "It was wine that the harper drank."

The last structure (OVS) is usually avoided when there is any chance of confusing subject and object.

The second, or genitive case, is used adjectivally, and accordingly typically follows the noun:

gwin ***tora*** "wine **of a king, king's** wine"
gwin ***tórion*** "wine **of kings, kings'** wine"

The genitive is also used with the preposition *û* "without":

Lind ***û*** *lira be oron û thundion.*
"An elf **without** song is like a tree without roots."

The third, or dative case, is used for indirect objects and the objects of prepositions; these normally precede the direct object.

Ónes der ***gwinde*** *mîr.* "The man gave **the girl** a jewel."
Kennen or ***olbe*** *filchin.* "I saw small birds **on the branch.**"

The case endings are:

	Singular	Plural
Nominative	**[zero]**	***-in***
Genitive	***-a***	***-ion***
Dative	***-e***	***-in***

The plural always showed umlaut where possible.

In Lórien the dative singular ending seems to have been *-i,* but other endings were identical. This dative singular did not show umlaut, despite the ending *-i.* The reason for this appears to be that it arose from an older ***-en*** or ***-an,*** which did not change to *-i* until after umlaut had ceased to be effective.

The nominative singular is often of different shape than the stem of the other cases. Not only is the vowel of the plural different, but the nominative singular also often has a syllable which is contracted in the other cases; and the consonants of the stem may change as well. Examples of these patterns follow.

1. Neither contraction, stem change, nor umlaut: ***urch*** "orc"; ***gwin*** "wine"

	Singular	Plural	Singular	Plural
Nominative	***urch***	***urchin***	***gwin***	***gwinin***
Genitive	***urcha***	***urchion***	***gwina***	***gwinion***
Dative	***urche***	***urchin***	***gwine***	***gwinin***

2. Umlaut only: ***lass*** "leaf"; ***dorn*** "oak"

	Singular	Plural	Singular	Plural
Nominative	***lass***	***lessin***	***dorn***	***durnin***
Genitive	***lassa***	***lession***	***dorna***	***durnion***
Dative	***lasse***	***lessin***	***dorne***	***durnin***

3. Contraction only: ***bereth*** "valor"; ***gilum*** "starlight"

	Singular	Plural	Singular	Plural
Nominative	***bereth***	***berthin***	***gilum***	***gilmin***
Genitive	***bertha***	***berthion***	***gilma***	***gilmion***
Dative	***berthe***	***berthin***	***gilme***	***gilmin***

4. Stem change only: ***lunt*** "boat"; ***gweth*** "bond"

	Singular	Plural	Singular	Plural
Nominative	***lunt***	***lundin***	***gweth***	***gwelin***
Genitive	***lunda***	***lundion***	***gwela***	***gwelion***
Dative	***lunde***	***lundin***	***gwele***	***gwelin***

5. Umlaut and contraction: ***olum*** "cup"; ***galad*** "tree"

	Singular	Plural	Singular	Plural
Nominative	***olum***	***ulmin***	***galad***	***geldin***
Genitive	***olma***	***ulmion***	***galda***	***geldion***
Dative	***olme***	***ulmin***	***galde***	***geldin***

6. Umlaut and stem change: ***sarth*** "stone"; ***ant*** "bridge"

	Singular	Plural	Singular	Plural
Nominative	***sarth***	***serdin***	***ant***	***endin***
Genitive	***sarda***	***serdion***	***anda***	***endion***
Dative	***sarde***	***serdin***	***ande***	***endin***

7. Contraction and stem change: ***iɜtil*** "moon"; ***ereth*** "seed"

	Singular	Plural	Singular	Plural
Nominative	***iɜtil***	***iɜklin***	***ereth***	***erðin***
Genitive	***iɜkla***	***iɜklion***	***erða***	***erðion***
Dative	***iɜkle***	***iɜklin***	***erðe***	***erðin***

8. Umlaut, contraction, and stem change: ***tarag*** "horn"; ***olof*** "branch"

	Singular	Plural	Singular	Plural
Nominative	***tarag***	***terchin***	***olof***	***ulbin***
Genitive	***tarcha***	***terchion***	***olba***	***ulbion***
Dative	***tarche***	***terchin***	***olbe***	***ulbin***

9. Nouns ending in *-o* change this *o* to *w* in the stem: ***golo*** "learning"; ***lano*** "loom"

	Singular	Plural	Singular	Plural
Nominative	***golo***	***gulwin***	***lano***	***lenwin***
Genitive	***golwa***	***gulwion***	***lanwa***	***lenwion***
Dative	***golwe***	***gulwin***	***lanwe***	***lenwin***

10. Nouns ending in *-e* drop it in the stem: ***fene*** "white cloud"; ***thine*** "evening"

	Singular	Plural	Singular	Plural
Nominative	***fene***	***fenin***	***thine***	***thinin***
Genitive	***fena***	***fenion***	***thina***	***thinion***
Dative	***fene***	***fenin***	***thine***	***thinion***

Dual number

A few nouns have a special dual form when they refer to things that come in natural pairs. The plural form is used when more than two are referred to, or two which do not form a natural pair. The dual is the same as the plural, but lacks the *-in* ending, which means that when there is no umlaut the dual and singular are identical. The genitive and dative have the *-a* and *-e* endings of the singular, e.g. *meb* "two hands", *meba* "of two hands", *mebe* "to two hands".

Singular	Dual	Plural
hinð "eye"	***hinð*** "two eyes"	***hinðin*** "several eyes"
mab "hand"	***meb*** "two hands"	***mebin*** "several hands"
tal "foot"	***tel*** "two feet"	***telin*** "several feet"
thlôɜ "ear"	***thlôɜ*** "two ears"	***thlóɜin*** "several ears"

Differences of the Ossiriandic noun

The *Lhammaɜ* of Pengolodh only mentions a few details at variance with these. We know virtually nothing about the verb conjugation of Ossiriandic, except that there seems to have been greater variation in the formation of the past participle, which was probably not so closely linked with the past tense stem.

In Ossiriandic there was no umlaut of vowels, either in the verbs or the nouns. The known case endings were as follows ***galð*** "tree"; ***fani*** "cloud":

Nominative	**[zero]**	***-i***	***galð***	***galði***	***fani***	***fani***
Genitive	***-a***	***-io***	***galða***	***galðio***	***fana***	***fanio***
Dative	***-ã***	***-i***	***galðã***	***galði***	***fanã***	***fani***

ã is a vowel which Pengolodh indicates was a central vowel with a nasal sound; it only occurs finally.

Cast Silvan has lost the definite article, and uses the same form for both definite and indefinite words; e.g. *galað* "a tree" or "the tree", *geldin* "trees" or "the trees". West Silvan, however, has preserved a definite article. In Ossiriandic this has become a suffix *-on* or -n, which appears as follows (with *galðon* "the tree" and *fanin* "the cloud"):

Nominative	***-on*** or***-n***	***-in***	***galðon***	***galðin***	***fanin***	***fanin***
Genitive	***-an***	***-ion***	***galðan***	***galðion***	***fanan***	***fanion***
Dative	***-ãn***	***-in***	***galðãn***	***galðin***	***fanãn***	***fanin***

No dual forms of the noun are known from Ossiriandic.

Adjectives

Adjectives are never declined for case, but those adjectives containing short *a, o* or *io* show umlaut-change in the plural (but have no suffix). The adjective typically follows the noun. The plural adjective is also used for duals.

rinð ɜarn "stone circle"	***rinðin ɜern*** "stone circles"
throɜk kolð "red fox"	***thruɜgin kulð*** "red foxes"
gôn tiog "fat goose"	***gónin tiug*** "fat geese"
but	
ɜien melin "beloved child"	***ɜienin melin*** "beloved children"
mab nene "wet hand"	***meb nene*** "two wet hands"

When the adjective ends in *-o, -ol, -on, -or* arising from vocalization of final *-w, -l, -n, -r,* the *o* in this syllable is unaffected by umlaut:

tumb tovon "deep valley" ***tumbin tuvon*** "deep valleys"

Pronouns

Personal Pronouns

Nominative	***in*** "I"	***em*** "we"	***eg*** "thou"	***etb*** "you"
Genitive	***nien*** "my"	***mien*** "our"	***kien*** "thy"	***ðien*** "your"
Dative	***nin*** "to me"	***men*** "to us"	***ken*** "to thee"	***ðen*** "to you"

Demonstrative/Personal Pronouns

Nominative	***eɜ*** "he, she, it; this"	***int*** "they, these"
Genitive	***ɜien*** "his, her, its; of this"	***tien*** "their, of these"
Dative	***ɜin*** "to him, her, it; to this"	***ten*** "to them, to these"

The nominative forms are only used for special emphasis, e.g. *Ranðen galð.* "I climbed the tree." vs. *Ranðen* ***in*** *galð. "* ***I*** (and no one else) climbed the tree."

Demonstrative: Pronouns (indeclinable)

ɜi "this" ***ta*** "that"

Demonstrative Adjectives

ɜin "this" ***tan*** "that"

Interrogatives (indeclinable)

amma "why?"	***ma*** "what?"	***malum*** "when?"
man "who?"	***mane*** "how?"	***manum*** "where?"

Relative Pronouns (indeclinable)

a "who, which, that" precedes the verb it governs:

naugol ***a*** *kóreɜ mirlenin* "a dwarf **who** made strings of jewels"

It is often preceded by a pronoun to which it is attached, always - when it is inflected:

nauglin inta, kórer mirlenin "dwarves **(they) who** made strings of jewels"
tôr ɜiena ɜungen gwin "the king **whose** wine i drank"
gwinðin tina óner ðerin mîrin "the girls **to whom** the men gave

jewels"

Adverbs include:
am "up, upwards", ***bor*** "ever and again", ***ðoð*** "down", ***eð*** "out", ***lô*** "not", ***mith*** "into", ***nivon*** "forward", ***ô*** "ago", ***ôth*** "away", ***ralon*** "back", ***ƨilum*** "now", ***ƨinum*** "here", ***talum*** "then", ***tanum*** "there", ***ui*** "always", ***uo*** "together".

Prepositions include:
an "to", ***ðon*** "against", *eð* "out from", ***go*** "from", ***imb*** "between", ***mi*** "in", ***mith*** "into", ***na*** "to, towards, at", ***nu*** "under", ***or*** "over, above", ***pel*** "beyond", ***ter*** "through", ***thor*** "across", ***uo*** "with", ***û*** "without".

Conjunctions include:
að "or," ***or*** "and", ***be*** "like", ***ðan*** "but", ***geb*** "except", ***ƨa*** "that".

Common Suffixes

Silvan Elvish preserves a large number of suffixes from ancient Eldarin, but most of these only exist in a few particular words, and could not be generalized to other words; they are therefore primarily of interest to etymologists. The following are, however, still productive and in common use:

-að is used for verbal nouns, e.g. *linðað* "act of singing"

-in is used for adjectives derived from nouns, e.g. *telfin* "of silver", *gorthin* "horrible" from *telf* "silver", *gorth* "horror". It did not induce umlaut.

-im is used for adjectives indicating something that it is right or proper to do, e.g. *linðim* "deserving to be sung"; *melim* "loveable". A few other adjectives of this type survived without a corresponding verb.

-or is used for agent nouns, e.g. *linðor* "one who sings, singer"; *-or* was always contracted to *-r-* in the genitive, dative, and plural cases.

Compounds

Though not infrequent, compound words are less often met with in Silvan than in Quenya or Sindarin, being frequently replaced by constructions with the genitive or dative. Compounds that do exist often have a specialized meaning which cannot be immediately deduced from their constituent parts, e.g. *berbrog* "warrior-bear", applied to a legendary race of men capable of taking bear's shape, said to live in the upper Vales of Anduin; or *gwethling* "shadow-tail" ("squirrel"). The elements of these compounds normally do not change their shape. Exceptions are all words beginning in *gw*, which are reduced to *w* when following another word in a compound, e.g. *piugwin (piog + gwin)* "wineberry" ("grape"). This includes names in which the second part is inflected, such as *Dorwinion (ðor + gwinion)* "land of wines". Words ending in more than one consonant often lose their last consonant when the combination of words would create a difficult cluster, e.g. in the personal name *Linthonion* "song of the pines" rather than *Linðthonion*.

SOUND CHANGES IN SILVAN ELVISH

Silvan Elvish maintained a large number of the distinctive sound changes common to all Eldarin, and especially Telerin languages. Outside of a full discussion of the history of Eldarin in general, there is not much point in even summarizing the former, which were fully shared by Quenya and Sindarin. With respect to Telerin, we can only note that

Silvan shared the change of the sounds *kw, gw, ngw* to *p, b, mb;* and the change of the dental palatal sounds *ty, ðy, nðy, ny* to *t, ð, nð, n.* Probably occurring later, but in common with changes in both Quenya and Sindarin, was the change of initial *ƨp, ƨt, ƨk* to *f, th, h;* however, in some of these words a prothetic vowel was added before the cluster.

Probably most of the distinctive characteristics of the Silvan languages had already occurred in the Vales of Anduin before the division of the Silvan Elves into east and west. These included (but were not limited to):

1. The change of initial *h* (probably originally a voiced sound) to *g*. This sound was lost initially in Sindarin:

Silvan	Sindarin	Quenya	
getha-	***eitha-***	***hehta-***	to abandon
go	***-***	***ho***	from, of

2. The loss of medial *h* after a vowel, which then became long:

Silvan	Sindarin	Quenya	
gôr	***gwaur***	***vára***	dirty [**wahrâ*]
móða-	***matha-***	***mahta-***	handle

3. The change of long *â* to a long open *ô*. Since this change also occurred in Sindarin, some have suggested that it was an ancient change, pre-dating the separation of the Nandor from the other Teleri. However, given that the Amanyar Teleri retain long *â,* this theory is difficult to maintain unless it is assumed that the language Teleri had already begun to divide into dialects in the early days of the march. Most scholars, however, assume that these changes occurred in parallel. In Sindarin the sound eventually became *au* or *aw,* and remained as such in monosyllables:

Silvan	Sindarin	Quenya	
hóga-	-	***háca-***	to yawn
pôm	***paw***	***quáme***	sickness
ðrôg	***ðraug***	***[ráca]***	wolf

4. The change of *ky, khy, gy* to *t, th, ð:*

Silvan	Sindarin	Quenya	
telf	***celeb***	***tyelpe***	silver
tôf	-	***tyáve***	taste
there	***hair***	***hyarya***	left, south
ðell	***gell***	***yello***	shout of joy

5. The loss of initial *y:*

Silvan	Sindarin	Quenya	
ien	***în***	***yén***	long year, long period of time
olum	***ylf***	***yulma***	cup
ôr	***iaur***	***yára***	ancient

6. The lowering of *i* and *u* to *e* and *o* before an *a:*

Silvan	Sindarin	Quenya	
helo	***hethu***	***hutwa***	foggy
tolch	***tolog***	***tulca***	firm, strong
liog	***lyyyff***	***leuca***	snake

7. The change of *e* to *i* and *o* to *u* before a nasal followed by a consonant:

Silvan	Sindarin	Ouenya	
mint	***ment***	***mente***	point
pinðeut	***pennaɹ***	***quenta***	tale
lung	***long***	***lunga***	heavy

8. Change or loss of initial *ð* before a consonant:

a. Change of *ɹ* to *th* before *l* or *r:*

Silvan	Sindarin	Ouenya	
thlôɹ	***lhaw***	***hláru***	ear
thrôf	***rhaw***	***hráva***	wild

b. Change of *ɹ* to *f* before *w.*

Silvan	Sindarin	Quenya	
fweɹt	***hweɹt***	***hweɹta***	breeze

c. Change of *ɹ* to *h* before *m* or *n:*

Silvan	Sindarin	Ouenya	
O. ***hmal***	***mâl***	***malo***	pollen
O. ***hnarðh***	***narðh***	***narða***	knot

9. Change of *b, ð, g* to *v, ðh, gh* and of *p, t, k* to *b, ð, g* when immediately following *l, r,* or a vowel. *lb, ld* remained unchanged, however:

Silvan	Ouenya	
LO. ***haðha-***	***hyara-***	cleave [**ɹyaða-]*
O. ***erðh***	***erðe***	seed
O. ***flegh***	***hlia***	gossamer [**ɹligâ*]
lava-	***lava-***	lick [**laba-*]
maba-	***map-***	grasp
maða-	***mat-***	eat
naga-	***nac-***	bite
olba	***olvo***	of a branch
kolð	***culða***	reddish-gold in color

10. Original *th* became voiced following a vowel:

Silvan	Sindarin	
L. ***heðhu***	***bethw***	foggy
LO. ***hiðhum***	***hithw***	mist
LO. ***raðha-***	***-***	climb [**ratha*]

11. All final vowels were lost.

12. The second vowel in a root with two vowels was frequently lost when the last consonant was followed by a vowel; that is, words of the form CVCVC were retained, but words with the form CVCVCV became CVCCV, doubtless due to the fact that a strong stress on the first syllable had already evolved in Silvan. Examples are:

CVCVC	CVCCV
avar "one of the Avari"	***avra*** "of an Avar"
bereth "valor"	***bertha*** "of valor"
olof "branch"	***olba*** "of a branch"

The subsequent development of the nominative and other cases frequently becomes quite irregular, as the nominative might be re-formed to match the other cases, or vice versa. For example, we have *galað* "tree" instead of *galath,* re-formed from the genitive *galða* "of a tree"; and in the other direction we have *amna* "of a mother" instead of *avna,* re-formed from the nominative *aman.*

13. There were a large number of internal consonant changes:

a. assimilation of *k* and *p* before *t* or *ɹ*

Silvan	Sindarin	Ouenya	
oth	***auth***	***ohta***	war
laɹɹ	***laeɹ***	***lapɹe***	baby
taɹɹ	***taeɹ***	***takɹe***	nail

b. change of *t* to *ð* after *l*:

Silvan	Sindarin	Quenya	
belðe	-	***meletya***	mighty
golð	***galað***	***nalta***	light
tolða-	***toltha-***	***tulta-***	fetch

c. change of remaining *t, p, k* to *th, f, ch* after *l, r.*

Silvan	Sindarin	Ouenya	
telch	***celeg***	***tyelca***	swift
telf	***celeb***	***tyelpe***	silver
carfa	***-***	-	of a crow [**karakw-*]
ɹerch	***ɹereg***	***ɹerce***	spilled blood
orth	***oroð***	***orto***	mountain

d. assimilation of * to a following *m* or *n:*

Silvan	
ammal	yellowhammer [**aɹmalê*]
benn	husband [**beɹnô*]

e. the clusters *nt, mp, nk* became *nð, mb, ng,* except when they were final:

Silvan	Quenya	
ðanða-	***lanta-***	fall
tambe-	***tampe-***	stopped
tange-	***tance-***	repaired
	but:	
bant	***vanta***	walk
ump	***unque***	hollow
rank	***ranco***	arm

f. When *ɹk, ɹp* had not become *h, f,* they became *ɹg, ɹb* when they preceded a vowel:

Silvan	Sindarin	Quenya	
aɹbar	***-***	***-***	bend [**aɹkwar-*]
iɹbin	***-***	***fine***	larch
eɹgel	***helf***	***helma***	pelt

g. *th* became voiced to *ðh* when it occurred between vowels:

Ossiriandic	Sindarin	Ouenya	
raðha-	-	-	climb [**ratha-*]
heðhw	*bethw*	***biɹwa***	foggy

h. *pn, bn, mn* became *vn* (later *-von):*

Silvan	Sindarin	Ouenya	
ðovon	***ðofn***	***lumna***	gloomy
lavon	***lavan***	***laman***	beast
levon	***leben***	***lempe***	five [**lep(e)nê*]

nivon	**-**	**-**	west [**nibn-*]
tovon	***tofn***	***tutnna***	deep [**tupnâ*]

14. The sound *y* disappeared before a following vowel. Exactly when this occurred is a matter of some controversy, *y* is absent in both East and West Silvan. However, East Silvan shows a change of the vowels *a* and *o* before an original *y* which is absent in West Silvan. According to some scholars, the disappearance of *y* was an independent development in both East and West Silvan, and was a logical development from the disappearance of *y* at the beginning of all other syllables. According to others, Common Silvan had already developed a slight distinction between variants of *a* and *o* according to whether they preceded y or not. This distinction remained when *y* disappeared, but in West Silvan it was ultimately attenuated and reversed, while in East Silvan it was retained and exaggerated.

E. Silvan	Ossiriandic	Sindarin	Quenya	
bera-	***bera-***	**-**	***verya-***	be brave
bera-	***bara-***	***beria-***	***varya-***	protect
gwena-	***gwana-***	**-**	***vanya-***	go away
rena-	***rana-***	***renia-***	***ranya-***	stray
ula-	***ola-***	***elia-***	***ulya-***	rain

15. Final *y*, which was retained after the loss of final vowels because it was no longer at the beginning of a syllable, became *i:*

Ossiriandic	Ouenya	
fani	***fanya***	white cloud
mbeldi	***meletya***	mighty

16. *m* which had become a final consonant was changed to *-um* after consonants other than *l* or *r:*

Silvan	Sindarin	Quenya	
hilum	***hithu***	***hiswe***	fog [**khithmê*]
geladum	***eilian(w)***	***helyanwe***	rainbow [**helyadmê*]
O. ***doghum***	***daw***	***lóme***	gloom [**dohmê*]
O. ***naghum***	***naew***	***nangwa***	jaw [**nakmê*]
O. ***soghum***	**-**	***sungwa***	cup [**sukmâ*]
O. ***teghum***	**-**	***téma***	line [**tehmâ*]

17. *n* which had become a final consonant was changed to *–on* after any other consonant except *r:*

Silvan	Ouenya	
esgelon	***helda***	naked [**skelna*]
ralon	**-**	east [**radn-*]
thavon	***samno***	wood - wright

EAST SILVAN

The Silvan languages of Lórien and Mirkwood shared many changes that had no parallels in the West Silvan of Ossiriand and Eriador.

1. Initial *mb, nd,* and *ng,* became *b, a,* and *g*:

M. Silvan	Ossiriandic	
bar	***mbar***	dwelling-place
dûn	***ndûn***	sunset
garm	***ngarm***	wolf

2. Initial *hm, hn* became *m, n:*

M. Silvan	Ossiriandic	
mal	***hmal***	pollen
narth	***hnardh***	knot

3. Medial *lw* became *ss:*

E. Silvan	Ossiriandic	
ossa-	***olsa-***	to dream
thessin	***thelsi***	sisters

4. Original *ai, au* became the close diphthongs *ei, ou* and remained so in Lórien:

L. Silvan	Ossiriandic	
eig	***aig***	sharp
goul	***gaul***	wolf-howl

5. *a* and *o* followed by *gh* became the open diphthong *èi,* which was preserved in Lórien:

L. Silvan	Ossiriandic	
nòum	***naghum***	jaw
sòur	***saghr***	bitter
dòum	***doghum***	gloom
sòum	***soghum***	cup

6. *e* followed by *gh* became the open diphthong *èi,* which was preserved in Lórien:

L. Silvan	Ossiriandic	
tèim	***teghum***	line
rèin	***reghon***	edge
thlèi	***flegh***	gossamer

7. gh became *g* after *l* and *r*:

E. Silvan	Ossiriandic	Quenya	
olg	***olgh***	***ulya***	horrible [**ulga*]
ulgon	***ulghund***	***ulundo***	monster [**ulgundo*]
targ	***targh***	***tarya***	tough [**targá*]

8. gh disappeared everywhere else:

E. Silvan	Ossiriandic	
gwe	***gwegh***	male person
rî	***rîgh***	garland
tû	***tûgh***	muscle
thâ-	***thâgha-***	press

9. *a* and *o* which had preceded a *y* or *i* in the next syllable became *e* and *u:*

E. Silvan	Ossiriandic	
geldin	***galdi***	trees
urthin	***orthi***	mountains

10. final *l, r, w* became *ol, or, u* when they followed another consonant:

E. Silvan	Ossiriandic	
legol	***legl***	nimble
gandor	***gandr***	harper
L. *bronu*	***bronw***	enduring

Continued on Page 20...

HALLS OF TH

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The Mithril range "Halls of the Elven-king" (M63-M72) was designed to accompany the MERP module of the same name. To the existing lore about Mirkwood's ruling house, this module and miniature range added a name and face to Thranduil's queen (the mother of Legolas). Combining this information with other material scattered throughout the MERP series, we can begin to devise a coherent genealogy for this important Elven dynasty.

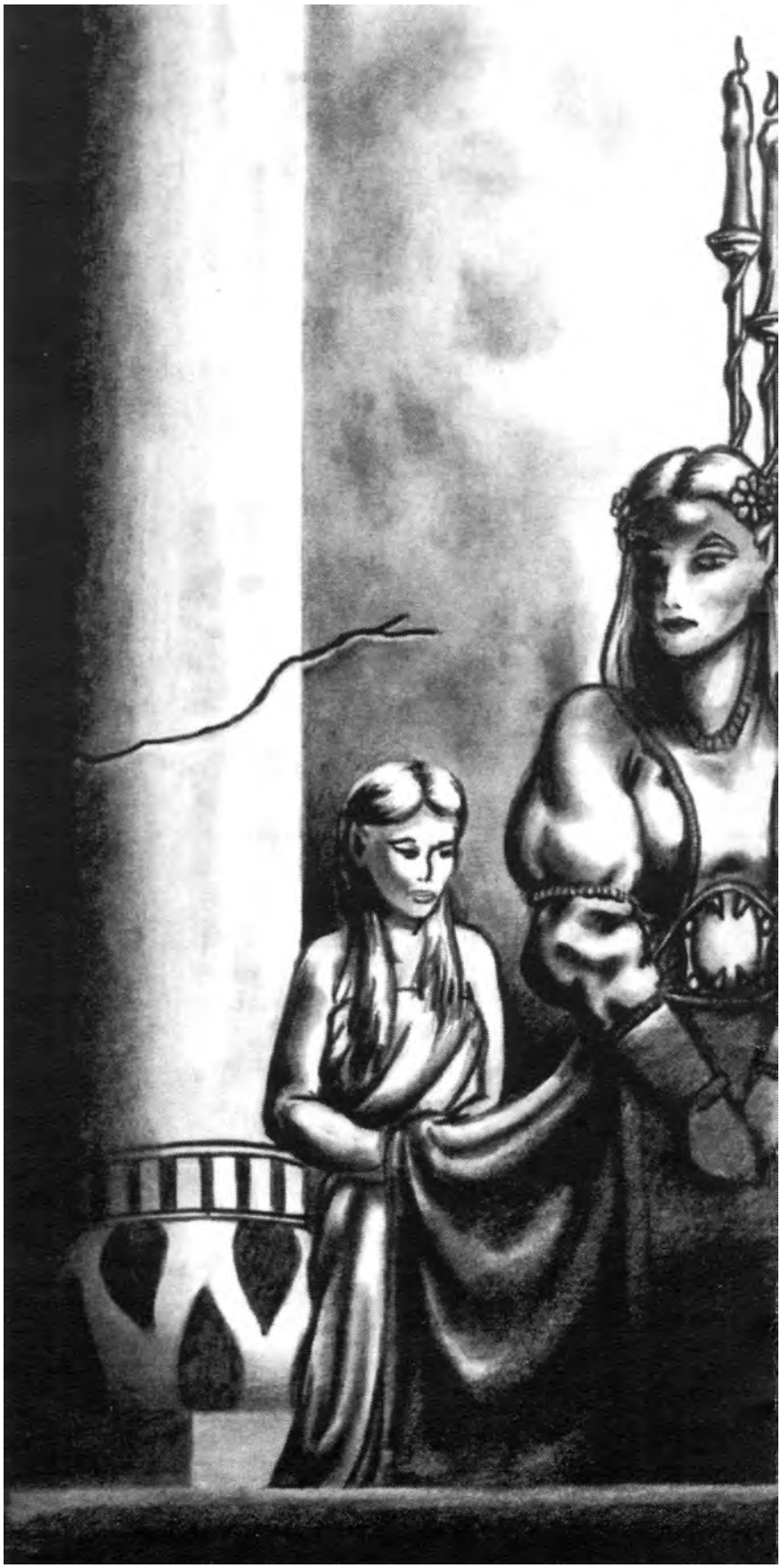
Thranduil (M63), son of Oropher, became king of the Elves of Greenwood the Great after his father's death in the War of the Last Alliance. His accession was preceded by dissension among his father's closest followers, some of whom were unwilling to accept Thranduil's claim over that of Oropher's foster-son, Bladorthin. Bladorthin was of royal Sindarin descent, whereas Thranduil's mother, Melinethel, had come from among the Silvan Elves. Thranduil put to rest his opponents' doubts about his Sindarin heritage by taking to wife Arhendhiril, daughter of Amdír of Lórinand. Nonetheless, Thranduil retained his Silvan name (which means "Forceful River") as a gesture of assurance to his Silvan subjects of his ties to them.

At first, Thranduil ruled the woodland realm from his father's former stronghold (now named Caras Bartha, "Fortress of Doom," since it was there that Oropher had received emissaries of Gil-galad and committed himself and his people to the Last Alliance). Later, when the shadow of the Necromancer arose, Thranduil withdrew north beyond the Forest River, where he delved his subterranean halls of Aradhrynd, after the fashion of Menegroth of old (TA 1050-1100).

Arhendhiril (M64) is thought to have counseled and guided her husband in the delving of Aradhrynd, for she had dwelt in Menegroth ere its fall, whereas Thranduil had been born in the Greenwood centuries later. Arhendhiril's father, Amdír, was the grandson of Elmo, brother of Thingol. Amdír ruled Lórinand until the War of the Last Alliance, in which he was slain. Arhendhiril consented to wed the son of Oropher to renew the kinship of their two houses.

Arhendhiril's name means "Lady of the Lofty Eye" in the tongue of the Grey Elves; but when she became Queen of the Green-wood, she followed Thranduil's example by altering her name to its Silvan form, ***Arthinheryn*** (pronounced "Arthinherin"). But among the Tawarwaith she was also known as ***Telfindine,*** "Woman of the Silver Tress," for, being of the royal house of Elmo, her hair was of silver hue, a thing unknown among the Silvan Elves.

Silvan Seer (M69) Unique among the Elves of Middle-earth, Oropher enjoyed the vassalage of one of the Noldorin exiles. This was Fuinen, a Fëanorian who participated in the sack of Menegroth, but who soon after repented of this deed and swore fealty to Oropher in reparation. When Oropher fell at Dagorlad, Fuinen supported Bladorthin's claim to the succession. Fuinen's failure to obtain the rule for Bladorthin estranged the seer from Thranduil, and his fate is not remembered by the Elves of Greenwood. In his place, Thranduil chose ***Indossa,*** a Silvan Elf, as his seer and counselor.



ARHENDHIRIL

E ELVEN-KING

THRANDUIL SILVAN SEER

MIRKWOOD SILVAN

The Silvan dialect of Mirkwood distinguished itself from other forms of East Silvan by the following changes:

1. The long close vowels *ô* and *ê* "broke" to *uo* and *ie,* respectively:

M. Silvan	O. Silvan	Sindarin	Ouenya	
thluog	***flôg***	***lhug***	***hlóce***	dragon
ɔieth	***ɔêdh***	***ɔîdh***	***ɔére***	rest

2. The close diphthongs *ou, ei* became *ô* and *ê*:

L. Silvan	M. Silvan	
goul	***gôl***	wolf-howl
eig	***êg***	sharp

3. Long open *ô* became close *ô,* merging with *ô* from *ou.*

4. The open diphthongs *ɔu, èi* became *au, ai*

M. Silvan	L. Silvan	
ɔaum	***ɔòum***	gloom
taim	***tèim***	line
tblai	***thlèi***	gossamer

5. Final *i, u* changed to *e, o*:

M. Silvan	L. Silvan	
fene	***feni***	white cloud
lano	***lanu***	loom

6. *ɔh* became *l* when it fell between vowels:

M. Silvan	L. Silvan	
ralon	***raɔhon***	east
belo	***heɔhu***	foggy

7. *ɔh* became *ɔ* when it followed *r*:

M. Silvan	L. Silvan	
erɔa	***erɔha***	of a seed

8. Final *ɔh, v* became *th,f*:

M. Silvan	L. Silvan	
ereth	***ereɔh***	seed
olof	***olov***	branch

9. *t, ɔ* became *k, g* when immediately preceding *l*:

M. Silvan	L. Silvan	
iɔkla	***iɔtla***	of the moon
lingla	***linɔla***	of music
pegla	***peɔla***	of language

10. The singulars were usually reformed from the other cases:

M. Silvan	L. Silvan	
lingol	***linɔol***	music
pegol	***peɔol***	language

LÓRIEN SILVAN

The Silvan spoken in Lórien must have remained extremely close to that of common East Silvan, due both to the relatively late divergence between Lórien and Mirkwood Silvan, and the subsequent slowness of change due to the activity of the Lady Galadriel's Elven-ring. But since the Silvan of Lórien is little-known, it is hard to confirm this. One known oddity of Lórien Silvan, which may have developed when the Elves of Mirkwood and Lórien were still in contact, was the change of the long close vowels *ô, ê* to *û, î* rather than *ie, uo* as in Mirkwood.

L. Silvan	M. Silvan	Ossiriandic	
thlûg	***thluog***	***flôg***	dragon
ɔîdh	***ɔieth***	***oeɔh***	rest

OSSIRIANDIC

Ossiriandic remained close to the common Silvan tongue before the division into West and East Silvan, but showed some peculiarities of West Silvan, most notably the change of initial *thr-, thl-* to *fr-, fl-*:

Ossiriandic	M. Silvan	
flôg	***thluog***	dragon
froɔk	***throɔk***	fox

In Ossiriandic, long open *ô* < **â,* and long close *ô* (which was *uo* in Mirkwood Silvan) became merged:

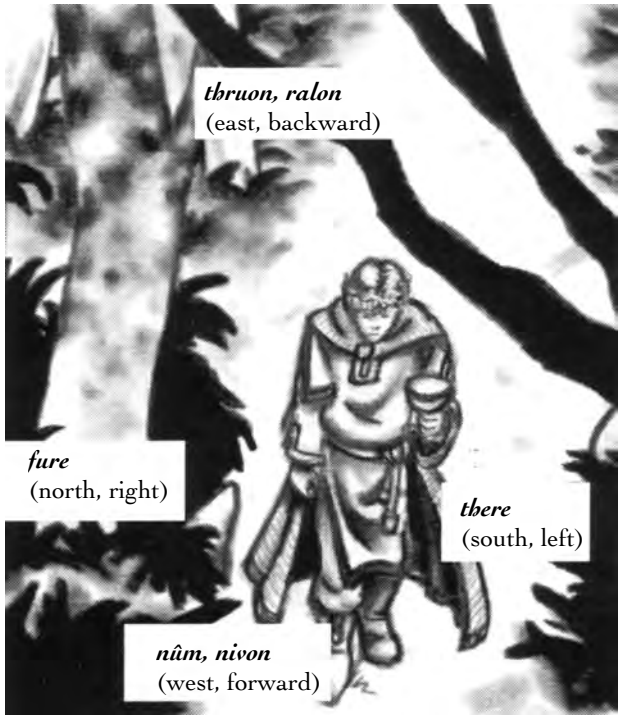
Ossiriandic	M. Silvan	
rôm	***ruom***	trumpet
rôm	***rôm***	wing

A SHORT DICTIONARY OF SILVAN ELVISH

An asterisk (*) marks those recent borrowings from Sindarin which are found only in Lórien and Mirkwood. Use of *italics* indicates that a verbal form is being discussed.

Abbreviations
adj. = adjective
adv. = adverb
cj. = conjunction
du. = dual
intj. = interjection
L. = Lórien Silvan form of the word
LO. = form of the word common to Lórien Silvan and Ossiriandic
n. = noun
num. = number
O. = Ossiriandic form of the word
pi. = plural
pp. = past participle
prep. = preposition
pron. = pronoun
pt. = past tense v. = verb

A
ab, adj.: complete
ab, prep.: after, according to
abad, adv.: afterwards
ach, n.: cow?
ad, cj.: or
adar, adr-, n.: father
ado, adj.: double (L. adu O. adw)
adradar, adradr-, n.: paternal grandfather
adraman, adramn-, n.: paternal grandmother
adrathes, n.: aunt, father's sister (O. adratheles)
adratorn, n.: uncle, father's brother
agol, agl-, n.: light-ray
ala-, pt. ***alne-,*** v.: call
alch, n.: swan
ald, adj.: large
am, adv.: up, upwards
aman, amn-, n.: mother
ambon, n.: hill
amma, pron.: why?
ammal, n.: yellowhammer (bird)
amnadar, amnadr-, n.: maternal grandfather
amnaman, amanamn-, n.: maternal grandmother
amnathes, n.: aunt, mother's sister (O. amnatheles)
amnatorn, n.: uncle, mother's brother
amor na, cj.: rather than, instead of
amron, n.: sunrise
an, prep.: to, for
ana-, pt. ***óne-,*** v.: give
and, adj.: long
and, n.: gate
anga-, pt. ***angene-,*** v.: yawn
arm, n.: gift
ano, cj.: although, (even) though, despite
ano... (dan) lem...: although... nonetheless....
anor, pl. anorin, n.: sun
ant, cj.: therefore (indicates purpose)
ant, and-, n.: bridge
ar, cj.: and
aran*, n.: king (of Noldor, Sindar, or of Men)
arn, adj.: red
arra-, pt. ***arrene-,*** v.: growl
arth, adj.: high, lofty
as, n.: day



asbar, n.: crook, bend
ask, asg-, n.: bone
ass, n.: cooked food
ast, n.: sand
ath, n.: neck
ath, num.: two
avar, avr- n.: one of the Avari

B
bala-, pt. ***balne-,*** v.: be powerful, be able, can
balas, n.: power
balna, adv.: possibly, maybe, perhaps
ban, adv.: probably
banBa-, pt. ***banne-,*** v.: walk
banga-, pt. ***bangene-,*** v.: exchange, give in exchange (O. mbanga-)
bangor, bangr-, n.: one who exchanges (O. mbangr)
bant, band-, n.: walk
bar, n.: dwelling-place (O. mbar)
bora-, **pt.** ***barne-,*** v.: abide (O. mbara-)
barn, adj.: protected
barnas, n.: protection
barth, n.: fate
bast, n.: bread (O. mbast)
basta-, pt. ***banne-,*** v.: bake (O. mbasta-)
be, cj.: like
bel, n.: strength
belde, adj.: mighty (L. beldi, O. mbeldi)
bene, adj.: pale (L. beni, O. bani)
benn, n.: husband
ber, n.: fighting man, warrior
bera-, pt. ***berne-,*** v.: protect, be brave (O. bara- "protect")
berbrog, n.: man capable of taking bear's form
berch, adj.: wild, uncontrollable **bere,** adj.: festive (L. beri, O. mberi)
bere, adj.: bold (LO. beri)
bered, n.: feast, festival (O. mbered)
bereth, berth-, n.: valor
bess, n.: wife
bô, intj.: no! (of refusal)
bóa-, v.: must
bóna, adv.: necessarily, definitely, really, indeed
bor, adv.: ever, ever and again
bôr, n.: need (L. bour, O. mbaur)
boron, born-, n.: trustworthy follower
breth, n.: birch-tree
bril, n.: quartz crystal
brilin, adj.: crystalline
brith, n.: gravel
brog, n.: bear
brono, adj.: enduring (L. bronu, O. bronw)

D
dan, cj.: but (O. ndan)
∂an∂a-, pt. ***∂an∂ene-,*** v.: to fall
dant, dand-, n.: fall, motion of falling
∂ara-, pt. ***∂arne-,*** v.: stop
daum, n.: night-time, gloom (L. dòum O. doghum)
dê, adj.: great (L. dei O. dai)
∂éda-, pt. ***∂éne-,*** v.: magnify, exalt (L. deida- O. daida-)
∂elda-, pt. ***∂elne-,*** v.: be disgusted
dell, n.: cry of exultation
delo, adj.: disgusting (L. delu O. delw)
delum, delm-, n.: disgust (LO. delm)
dene, adj.: lithe (LO. deni)
der, n.: man (male person) (O. nder)
dêr, adj.: shady; n.: shade of trees (L. deir O. dair)
dile, adj.: merry (LO. dili)
dilum, dilm-, n.: friend (L. dilm O. ndilm)
dim, adj.: sad (O. dimb)
ding, n.: sharp noise
dion, adj.: second, other (O. ndion)
dior, n.: follower (O. ndior)
dod, adv.: down
dôl, adj.: flat
dôl, n.: flat valley
don, adv., prep.: against
dôn, n.: back, rear side (O. ndôn)
dor, n.: land (O. ndor)

dôr, n.: pause
dorn, n.: oak
dornin, adj.: oaken
dornof, n.: acorn
ðovna-,* pt. *ðovne-, v.: lie heavy
dovon, adj.: gloomy
drôg, n.: wolf
dû, n.: night
duil, n.: river
dûn, n.: sunset (O. ndûn)
dunn, adj.: black
duom, n.: dusk, twilight (L. dûm, O. dôm)

E
ê, cj.: if (L. ei, O. ai)
ê... ta...: if...then...
êb, adj.: steep (L. eib O. aib)
ében, pron.: anyone, anybody, whoever
ed, adv.: out; prep.: out from
edregol, adv.: especially
eg, pron.: thou
êg, adj.: sharp (L. eig O. aig)
êg, n.: thorn (L. eig, O. aig)
égas, n.: mountain peak (L. eigas O. aigas)
el, n.: star
ele, adj.: all (LO. eli)
elf, pron.: everything
elin, n.: pool (L. eilin O. ailin)
élum, adv.: anytime, whenever
em, pron.: we
émen, adv.: anyway, however
énad, pron.: anything, whatever
***enðira-,* pt. *enðirne-,* v.:** seek
ere, adj.: alone, sole (LO. eri)
erel*, n.: Sinda (L. edhel)
ereth, erd-, n.: seed (L. eredh, O. erdh)
es, pron.: he, she, it; this
esgaða-,* pt. *esganðe-, v.: break
esgal, n.: veil, screen
esgar, n.: bed of reeds
esgel, n.: skin, pelt
esgelon, adj.: naked
esk, esg-, n.: marsh grass
ess, n.: name
est, adj.: first
est, n.: knowledge
esta-,* pt. *inne-, v.: name, know
eth, n.: spear
eth, pron.: you
ethel, ethl-, n.: -well, fountain
ew, n.: person
êw, n.: bird **(L.** eiw O. aiw)

F
fene, n.: white cloud (L. feni O. fani)
feron, fern-, n.: beech-tree (O. feren, fern-)
filig, filch-, n.: little bird **find,** n.: hair
fira-*, pt. *firne-, v.: breathe out **fui,** n.: night
fure, adj.: right, north (LO. furi)
fwand, n.: mushroom
fweg, adj.: thirsty (O. suig)
***fwera-*, pt. *fwerne-,* v.:** gesture with the hands
fwest, n.: breeze

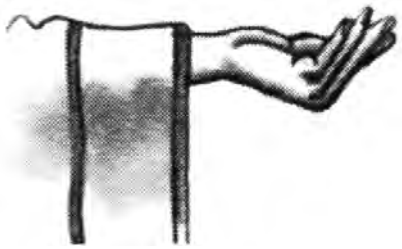
G
gad, n.: barrier
galad, gald-, n.: tree (O. gald)
galas, n.: joy
galbreth, n.: birch-tree
gald, n.: light (O. ngald)
galum, galm-, n.: good fortune (LO. galm)
gan-: prefix used with names of animals (and sometimes people) to designate male sex
ganða-*, pt. *ganðene-, v.: to harp
gandor, **gandr-,** n.: harper
gandran, n.: stag (O. gan-rann)
gangol, gangl-, n.: harp (L. gandol O. gandl)
gano, adj.: male (L. ganu O. ganw)
gano, ganw- n.: male animal (L. ganu O. ganw)
gara-, v.: possess, have
garm, n.: possession
garm, n.: wolf (O. ngarm)
garo, adj.: possessing (LO. garu)
garon, garn- n.: possessor, master
garth, gard-, n.: region, realm, kingdom (LO. gardh)
gau, n.: mouth (L. gòu O. gou)
geb, cj.: except
geg! v.: go away!
geladum, n.: rainbow
gele, adj.: bright (L. geli O. gali)
gell, n.: sky
gelo, adj.: sky blue (L. gelu, O. gelw)
ger, adj.: red, ruddy (L. geir O. gair)
getha-,* pt. *genge-, v.: abandon, leave out
gilum, gilm-, n.: starlight (L. gilm O. ngilm)
go, prep.: from, deriving from
go, n.: descendant of (O. ngo)
gô, n.: wind (L. gou, O. gwau)
go-edrion, n.: cousin (of any degree or side)
god, cj.: therefore, (indicates cause)
gôd, n.: dirt, filth
góða-*, pt. *gange-, v.: stain
gôl, n.: wolf-howl (L. goul, O. ngaul)
golo, golw-, n.: learning (L. golu O. ngolw)
goloth*, n.: Noldo (L. golodh)
golum, adv.: since, from (time)
goma, pron.: why? for what cause?
gôn, n.: wild goose
gond, n.: rock
gôr, adj.: dirty
gôr, n.: wild wolf (L. gour, O. ngaur warg)
gorm, n.: hastiness
gorn, adj.: hasty
gorth, n.: horror (O. ngorth)
gorthin, adj.: horrible (O. ngorthin)
goss, n.: fear
gui, n.: fear
guol, adj.: wise (L. gûl, O. ngôl)
guor, n.: heart (L. gûr, O. gôr)
gûr, n.: death (O. ngûr)
gwath, n.: shadow
gwe, n.: male person, man; adj.: vigorous (O. gwegh)
gwela-,* pt. *gwinðe-, v.: be obliged, owe, should (LO. gwedha-)
gwelo, **gwelw**-, n.: air (L. gwelu O. gwelw)
gwena-,* pt. *gwanne-, v.: go away (O. gwana-)
gwene, adj.: green, fresh (LO. gweni)
gweth, **gwel-**, n.: bond (LO. gwedh)
gwêth, gwêl- n.: agreement (L. gwaidh, O. gwaedh)
gwethling, n.: squirrel
gwias, n.: manliness (L. gweas, O. gweghas)
gwien, n.: freshness, greenness (L. gwîn, O. gwen)
gwier, adj.: belonging to one
gwila-,* pt. *gwilne- v.: fly
gwin, n.: wine

gwind, n.: girl
gwinða-,* pt. *gwinðene-, v.: blow about (as leaves, snow, etc.)
gwine, adj.: new (LO. gwini)
gwirulin, n.: butterfly (L. gwilurin, O. gwilwering)

H
hala-,* pt. *hanðe-, v.: cleave (LO. hadha-)
hall, adj.: tall
***hama-*, pt. *hamme-*,** v.: sit
hanða-*, pt. *hanðene-, v.: think
hass, n.: cleft
hasta-,* pt. *hanne-, v.: injure
hath, n.: mound
helch, adj.: icy; n.: ice
helo, adj.: foggy, misty (L. hedhu O. hedhw)
hélum, adv.: later
hêm, n.: habit (L. heim O. haim)
herin*, n.: lady (Galadriel)
hila-*, pt. *hilne-, v.: follow
hilum, hilm-, n.: fog, mist (LO. hidhum)
hima-*, pt. *himme- v.: abide with
hîn, n.: child
hind, n.: eye
hîr*, n.: lord (Celeborn)
hira-*, pt. *hirne-, v.: find
***hóga-*, pt. *hange-*,** v.: yawn
hon, n.: heart
hui, adj.: far

I
ída-, v.: flash, sparkle
ien, n.: long period of time (L. în O. ên)
illum, adv.: always
imb, prep.: between
in, pron.: I
in-: prefix used with names of animals (and sometimes people) to designate female sex
ind, n.: heart, mood, mind
indran, n.: doe (O. in-rann)
ine, adj.: female (LO. ini)
ing, n.: top
inga-, pt. ***ingene-,*** v.: exist, be
ink, num.: six
int, pron.: they, these
îr, n.: desire
isbin, n.: larch
istil, iskl-, n.: moon (L. istel O. istl)
istor, ithr-, n.: wise person

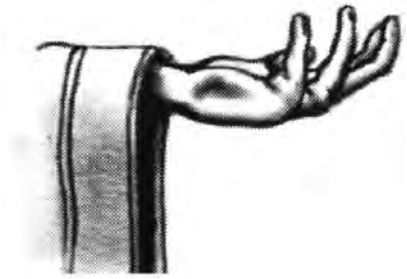
K
kaba-, pt. ***kambe-,*** v.: jump, leap
ka.Lt-, **pt.** ***kalne-,*** v.: shine
kalf, n.: vessel
kalfa-, **pt.** ***kalfene-,*** v.: draw water
kalin, adj.: shining
kamb, n.: cupped hand



kant, num.: four
kara-, pt. ***kôre-*** v.: do, make, cause
karab, karf-, n.: crow
karas, n.: moated fortress
karm, n.: artifact
kau, n.: house (LO. kou)
kaun, adj.: bent (LO. koun)
kéda-, pt. ***kéne-,*** v.: lie, lie down (L. keida- O. kaida-)
kelum, kelm-, n.: channel, stream (LO. kelm)
kêm, n.: earth (L. keim O. kaim)
kena-, pt. ***kcnne-,*** v.: see
kene, adj.: bold (L. keni O. kani)
kêr, num.: ten (L. keir O. kair)
kila-, pt. ***kilne-,*** v.: separate, sort out
kile, n.: split, division
kivnar, n.: potter
kôl, n.: light
kola-, pt. ***kolne-,*** v.: bear, carry
kold, adj.: red or gold-colored
koll, n.: cloak
koron, korn-, n.: mound
kôs, n.: head
koth, n.: enemy
kû, n.: arc, arch, bow
kuif, n.: awakening (L. kuiv O. kuiw)
kuil, n.: life
kuin, adj.: alive
kuir, n.: coming to life
kumb, n.: belly
kuvon, adj.: empty

L
lad, n.: wood, grove
lagor, lagr-, adj.: swift
lamb, n.: tongue, language
lamm, n.: sound
land, adj.: wide
lann, n.: cloth
lano, lanw-, n.: loom (L. lanu, O. lanw)
lara-, pt. ***landə-,*** v.: laugh (LO. ladha-)
larm, n.: elm-tree (LO. lalm)
lass, n.: leaf
lass, n.: baby
lasta-, **pt.** ***lanne-,*** v.: listen
lau, n.: year of growth (L. lòu O. lou)
lava-, pt. ***lambe-,*** v.: lick
lavon, lavn-, n.: beast
lê, n.: grass (L. lei O. lai)
lêb, adj.: green (L. leib O. laib)
lede, n.: opening (LO. ledi)
lêf, n.: grease (L. leiv, O. laiw)
lêg, adj.: fresh (of vegetation), lively, keen (L. leig O. laig)
legol, adj.: active, nimble (O. legl)
lela-, pt. ***lendə-,*** v.: go (LO. ledha-)
leld, n.: dance
lem, cj.: nonetheless, still, yet
lema-, pt. ***lamme-,*** v.: make sound (O. lama-)
lena-, pt. ***lanne-,*** v.: weave (O. lana-)
lene, n.: thread (L. leni O. lani)
lêr, n.: summertime (L. leir O. lair)
less, n.: finger
lest, n.: limit
leth, adj.: free
letha-, pt. ***lenge-,*** v.: loose, release
levon, num.: five
li, adj.: many, much
lîg, n.: beeswax
lilda-, **pt.** ***lilne-,*** v.: dance
lilum, adv.: often
limb, n.: drop
limp, adj.: wet
lind, adj.: sweet-sounding, musical; n.: song
lind, n.: Silvan Elf
linda-, **pt.** ***lindene-,*** v.: sing
lindor, lindr-, n.: singer
line, n.: pool (LO. lini)
ling, n.: tail
linga-, v.: hang
lingol, lingl-, n.: music (L. lindol O. lindl)
lint, adj.: swift
liog, n.: snake
lîr, n.: song
lira-, pt. ***lirne-,*** v.: chant a song or poem
lisk, lisg-, n.: reed
liss, adj.: sweet, n.: honey
lîw, n.: fish
lô, adv.: not, no
lôd, adj.: open
loda-, v.: float
lôg, adj.: warm (L. loug O. laug)
loga-, pt. ***lunge-,*** v.: twist in circles
lôm, n.: echo
lómin, adj.: echoing
lôr, n.: gold light (L. lour O. laur)
lórin, adj.: golden (in color)
loss, n.: blossom
loss, n.: snow
lost, adj.: empty
losta-, lunne-, v.: sleep
lû, n.: occasion
luin, adj.: pale
lûm, n.: time
lumb, n.: gloom, cloud
lung, adj.: heavy
lunt, lund-, n.: boat
luod, n.: flower (L. lûd, O. lôd)
luodar, n.: garden (L. lúdar, O. lódar)
luog, n.: spell (L. lûg, O. lôg)
luos, n.: sleep (L. lûs, O. lôs)
luth, n.: spell
lutha-, pt. ***lunge-,*** v.: enchant
luthen, adj.: enchanted

M
ma, pron.: what?
mab, du. **meb,** n.: hand



maba-, **pt.** ***mambe-,*** v.: grasp
mada-, **pt.** ***mandə-,*** v.: eat
maga-, pt. ***mange-,*** v.: strike with the hand
magol*, magl-, n.: sword
maid, adj.: wet (L. mèid O. mêd)
mail, n.: friend (O. mael)
mal, n.: pollen (O. hmal)
malad, mald-, n.: gold
maldin, adj.: golden
malin, adj.: yellow (O. hmalin)
malo, adj.: pale (L. malu, O. hmalw)
malum, pron.: when?
mamen, pron.: how
man, pron.: who?
man, n.: spirit of the dead
mane, pron.: how? (L. mani O. manã)
manum, pron.: where?
mêd, adj.: hungry (L. meid O. maid)
meda-, **pt.** ***mendə-,*** v.: end
mêg, adj.: pliant, soft; n.: dough (L. meig O. maig)
megor, adj.: piercing (O. megr)
mêl, adj.: affectionate (L. mail O. mael)
mêl, n.: lust, desire (L. meil O. mail)
mela-, pt. ***melne-,*** v.: love
mele, adj.: fawn-colored, fallow (LO. medhi)
mele, adj.: dear (LO. meli)
melim, adj.: loveable

melin, adj.: beloved, dear
men, n.: way, path
mera-, pt. ***merne-,*** v.: wish, want
mest, adj.: grey
meth, n.: end
mi, prep.: in
mîd, n.: wetness
mîd, n.: mist, drizzle
mîg, adj.: wet
mila-, pt. ***milne-,*** v.: long for
millum, adv.: once, sometimes
mimben, pron.: someone, somebody
min, num.: one
mind, adj.: prominent
mine, adj.: first (LO. mini)
minin, adv.: only
mink, num.: eleven
minnad, pron.: something
mint, mind-, n.: point
mîr, n.: jewel, gem
mirlene, n.: string of jewels
mith, adv., prep.: into (LO. midh)
móða-, pt. ***mange-,*** v.: handle, wield
mor, adj.: dark; n.: night
môr, adj.: good
morn, adj.: black
morth, mord-, n.: shadow (with evil associations) (LO. mordh)
moss, adj.: soft
moth, n.: pool
muid, adj.: skilled
muil, n.: twilight, shadow
muilin, adj.: veiled, secret
muin, adj.: secret
mund, n.: bull
mûr, n.: mist, fog
murulin, n.: nightingale (L. murilin O. morilind)

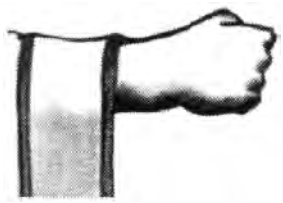
N
na, cj.: than
na, prep.: to, towards, at
na-, nóne-, v.: auxiliary verb used in forming perfect tenses
naga-, pt. ***nange-,*** v.: bite
nalum, adv.: until
nand, n.: lowland watered by a river
nara-, pt. ***name-,*** v.: tell
narth, nard-, n.: knot (L. nardh O. hnardh)
nass, n.: web
nasta-, pt. ***nanne-,*** v.: prick
nath, n.: a bite
naugol, naugl- n.: Dwarf
naum n.: jaw (L. nòum O. naghum)
nedor, num.: nine
nef, n.: face (LO. nev)
nêg, n.: pain (L. neig O. naig)
nelch, n.: tooth (O. neleg, nelch-)
neld, num.: three
neldor, n.: beech-tree
nele, adj., third (O. neli)
nele, n.: one of the Lindar
nell, n.: brook
nella-, pt. ***nellene-,*** v.: ring, chime
nellum, adv.: meanwhile
nen, n.: water
nêna-, pt. ***nêne-,*** v.: lament (L. neina- O. naina-)
nene, adj.: wet (O. neni)
nêr, n.: lament (L. neir O. nair)
nere, adj.: fiery (L. neri, O. nari)
neth, n.: pointed projection
nî, n.: woman
nib, n.: snow
nieg, adj.: pale, faint (L. nîg, O. nêg)
nieth, n.: youth (L. nîth, O. nêth)
nif, adv.: almost, nearly
niga-, pt. ***ninge-,*** v.: be cold
nimp, nimb-, adj.: white
nind, n.: pool
nîr, n.: tear
nîth, n.: scent of flowers
nivlum, adv.: soon
nivon, adv.: forward, westward
nivra-, pt. ***nimbe-,*** v.: face, go forward
nîw, n.: nose
nôd, adj.: obliged (L. noud O. naud)
noda-, pt. ***nunde-,*** v.: tie
nold, adj.: secret, hidden
nolum, adv.: earlier, before
non, adj.: last, previous
nôr, n.: fire
norda-, pt. ***nurne-,*** v.: place in a hole
nos, n.: family
nosta-, pt. ***nunne-,*** v.: beget
nu, prep.: under
nûm. n.: -west
nuo, prep.: before (time)
nuol, n.: small round hill (L. nûl, O. nôl)
nuon, pp.: born (L. nûn, O. nôn)
nuor, n.: tribe (L. nûr, O. nôr)
nûr, adj.: deep

O
ô, intj.: O!
ô, adv.: formerly, long ago
och, n.: bird's egg
ôf, n.: fruit of any plant (includes grains, acorns, etc.) (LO. ôv)
olch, adj.: evil
old, n.: drink
olg, adj.: hideous, horrible (O. olgh)
olo, olw-, n.: plant, herb (L. olu, O. olw)
olof, olb-, n.: branch (LO. olov)
olos, **oss-**, n.: dream (O. ols-)
olum, olm-, n.: cup (LO. olm)
olwar, n.: garden
ond or **onn,** n.: child, son
onda-, pt. ***onne-,*** v.: create, beget
ondor, ondr-, n.: parent
or, prep.: over, above, on
ôr, adj.: of old, ancient
ôr, n.: day (L. our O. aur)
ôr, n.: blood
ora-, pt. ***orne-,*** v.: rise
orle, adv.: too, excessively
ornar, n.: forest
oron, orn-, n.: tree
orth, n.: mountain
ortha-, pt. ***ortbene-,*** v.: raise
ôs, n.: dawn, day

osod, ost-, n.: camp protected by a fence of brush
oss, num.: seven
ossa, pt. ***ossene-,*** v.: to dream, to imagine (O. olsa-)
oth, n.: war, battle
ôth, adv.: away (L. oudh O. audh)
othor, n.: warrior
ôva-, pt. ***ambe-,*** v.: forbid

P
pad, adv.: entirely, completely, wholly; already
pada-, **pt.** ***pande-,*** v.: fill
paga-, pt. ***pange-,*** v.: close
pa/a-, pt. ***palne-,*** v.: open wide
palfa-, pt. ***palfene-,*** v.: strike at (with hand or fist)
palon, adj.: wide
palum, palm-, n.: surface (LO. palm)
panda-, pt. ***pandene-,*** v.: open
pant, adj.: open
parch, adj.: dry
past, adj.: smooth
path, adj.: closed
peda-, pt. ***pinde-,*** v.: speak
pege, adj.: little, few (LO. pegi)
pegol, pegl-, n.: language (L. pedol, O. pedl)
pel, prep.: beyond
pela-, pt. ***pelne-,*** v.: wane, fade, wither
pele, pelle, n.: fading
pen, n.: person
pena-, pt. ***panne-,*** v.: set (O. pana-)
pene, adj.: lacking (LO. peni)
pera-, pt. ***perne-,*** v.: turn, revolve
perchal, n.: Hobbit, Halfling
perin, adj.: half
pern, adj.: turned
pese, n.: sap (LO. pesi)
pess, n.: feathers, down
pest, n.: speech
peth, n.: word
pig, adj.: small
piga-, pt. ***pinge-,*** v.: become less
pilum, pilm-, n.: arrow (LO. pilim)
pind, n.: slope
pindas, n.: tale
pindor, pindr- n.: narrator

ping, n.: lip
pint, pind-, n.: story
pioða-,* pt. *piune-, v.: spit
piog, n.: berry
piugwin, n.: grape
pôg, n.: crow
pold, adj.: strong
pôm, n.: sickness, plague
pôr, n.: closed hand



posta-, pt. punne-, v.: stop, prevent
puig, adj.: clean
pur, n.: smear, dirt

R
rach, n.: claw
raf, n.: rope
raga-,* pt. *range-, v.: take away
rain, n.: edge (L. rèin O. reghon)
rala-*, pt. *ranðe-, v.: climb (LO. radha-)
ralon, adv.: backwards, east [LO. radhon]
rank, rang-, n.: arm
rann, n.: deer
ranor, randr-, n.: wanderer, traveller
rant, rand-, n.: course of a river
rass, n.: horn, antler
rast, num.: twelve
recha-*, pt. *rechene-, v.: ride
rêg, adj.: crooked (L. reig O. raig)
regoron, regorn-, n.: holly-tree
rela-*, pt. *renðe-, v.: sow (LO. redha-)
rena-*, pt. *ranne-, v.: stray (O. rana-)
rest, n.: ravine
rî, n.: garland (O. rîgh)
rie, n.: day (L. rî, O. rê)
rien*, n.: queen (of Noldor, Sindar, or of Men)
rif, n.: bark (LO. riv)
riga-*, pt. *ringe-, v.: twine, twist
rim, n.: edge, border, borderland
rimb, n.: large crowd
rimba-*, pt. *rimbene-, v.: rush, flow quickly
rimdod, pl. **rimdodin,** n.: rapids
rimp, adj.: hooked
rind, n.: circle
ring, adj.: cold; n.: cold mountain lake
rink, ring-, n.: shake
***rista-*, pt. *rinne-*,** v.: cut
ritha-*, pt. *ringe-, v.: shake
roch, n.: horse
rod, n.: cave
rôd, n.: champion
rôf, n.: river bank (LO. rôv)
roga-*, pt. *range-, v.: fear
rôm, n.: wing
rôm, n.: storm (L. roum O. raum)
rôn, adj.: wandering
rond, n.: underground cave
ross, n.: dew
rost, n.: plain
roth, rol-, n.: cave (LO. rodh)
rôth, rôl-, n.: climber (LO. rôdh)
rugim, adj.: terrible
ruiða-*, pt. *ruine-, v.: pursue, hunt
ruidor, ruidr-, n.: hunter
ruim, n.: hunt
***rûma-,* pt. *rúmene-*,** v.: heave
rund, n.: unshaped wood
rune, n.: path, track left by a passing animal or person
ruom, n.: trumpet (L. rûm, O. rôm)
rutha-, pt. ***rutbene-,*** v.: cause fear, make afraid

S
sa, cj.: that
saga-*, pt. *sange-, v.: rend, break
salf, n.: weed
***salfa-*, pt. *salfene-*,** v.: sip
samo, samw-, n.: thought (L. samu O. samw)
sarn, adj.: of stone
sarth, sard-, n.: stone (LO. sardh)
saum, n.: cup (L. sòum O. soghum)
saur, adj.: bitter (L. sòur O. saghr)
sêl, n.: wise (L. seil O. sail)
seld, n.: daughter
serch, n.: spilled blood
si, pron.: this
sib, adj.: such
sien, n.: child (offspring) (L. sîn O. sên)
sieth, siel-, n.: rest, repose (L. sîdh, O. sêdh)
sigol, sigl-, n.: knife (O. sigl)
silum, adv.: now
silum, silm-, n.: starlight (LO. silm)
simen, adv.: so, thus
sin, adj.: this
sink, **sing-**, n.: hard stone, flint
sinum, adv.: here
sîr, n.: river
sira-*, pt. *sirne-, v.: flow
sirdant, n.: waterfall
sôf, n.: juice (LO. sôv)
***soga-*, pt. *sunge-*,** v.: drink
sôm, n.: mind
sûm, n.: hollow

T
ta, pron.: that
ta, cj.: then, therefore
taba-*, pt. *tambe-, v.: stop, hinder
taga-*, pt. *tange-, v.: make, construct, repair
taim, n.: row, line (L. tèim O. teghum)
tal, n.: foot; **tel** du.: two feet
tala-,* pt. *talne-, v.: play an instrument
tald, adj.: leaning over
***talða-*, pt. *taldene-*,** v.: fall down
talum, adv.: then
talum, cj.: when, at the time that
talum, talm-, n.: floor, base (LO. talm)
***tama-*, pt. *tamme-*,** v.: knock
tamor, tambr- n.: woodpecker
tan, adj.: that
tana-*, pt. *tanne-, v.: show
tangol, tangl-, n.: pin
tank, adj.: fixed, immovable
tann, n.: sign, indication
tanum, adv.: there
tarag, tarch-, n.: horn
targ, adj.: tough
targ, adv.: hardly, barely
tarm, n.: tall tree-trunk
tarug, n.: ox
tass, n.: pin, nail
tathlum, adv.: again
tathor, tathr-, n.: willow-tree
taum, n.: clasp (L. tòum O. taghum)
***tava-*, pt. *tambe-*,** v.: taste
tê, n.: straight path
téða-*, pt. *téne-, v.: lengthen (L. teida- O. taida-)
tede, tedi-, adj.: second (L. tedi O. tadi)
têg, adj.: deep (L. teig O. taig)
tega-,* pt. *tenge-, v.: make marks (esp. on bark)
têl, n.: lengthening (L. teil O. tail)
tela-*, pt. *telne-, v.: finish, cease
telch, adj.: swift
teld, n.: end
teld or **tell,** adj.: last
teleg, telch-, n.: stalk
teler*, n.: Telerin Elf
telf, n.: silver
telfin, adj.: of silver
telum, telm-, n.: canopy (of leaves in a forest) (LO. telm)
ter, prep.: through
teth, n.: path marker (e.g., markings on a tree or stone to indicate which way to go)
tier, adj.: straight (L. tîr O. têr)
tild, n.: sharp point
tim, n.: spark, star
tind, adj.: glinting
tinða-*, pt. *tindene-, v.: cause to sparkle
tindum, n.: twilight
tingla-*, pt. *tinglene-, v.: sparkle (LO. tindla-)
tiog, adj.: thick, fat
tira-*, pt. *tirne-, v.: pay attention, heed
tiss, n.: small mark
titha-*, pt. *tinge-, v.: blink
toba-*, pt. *tumbe-, v.: cover over
tôf, n.: taste, pleasure of sense (LO. tôv)
toga-*, pt. *tunge-, v.: bring
tola-,* pt. *túle-, v.: come
tolch, adj.: firm, strong; n.: support
told, num.: eight
tolða-*, pt. *tuldene-, v.: summon, fetch
toll, n.: island
tôr, n.: king
tôr, n.: great wood (L. tour O. taur)
torch, adj.: strong
tóril, n.: queen
torn, n.: brother, companion
tornel, n.: niece, brother's daughter
tornon, n.: nephew, brother's son
toss, n.: bush
tovon, adj.: deep

triew, adj.: fine, slender (L. trîw O. trêw)
trum, n.: shield
tû, n.: muscle (O. tûgh)
tua-, pt. ***tuine-,*** v.: sprout, swell
tuil, n.: springing, spring
tuilind, n.: swallow
tuim, n.: bud
tula-, pt. ***tulne-,*** v.: stand
tulus, n.: poplar
tumb, n.: deep valley
tund, adj.: tall
tung, adj.: tight, taut
tuss, n.: material of a roof (bark, leaves, branches)

TH

thâ-, pt. ***thange-,*** v.: press, squeeze (O. thagha-)
thaga-, pt. ***thange-,*** v.: split
thall, adj.: falling steeply
tham, n.: barrier
thania-, pt. ***thamme-,*** v.: keep out
thand, adj.: firm, solid, trustworthy
thang, n.: crushing, oppression
thavon, thavn-, n.: wood-worker, builder
theles, thess-, n.: sister (O. thels-)
thelum, thelm-, n.: firm idea (LO. thelm)
thene, adj.: regular; n.: rule (L. theni O. thani)
thera-, pt. ***therne-,*** v.: sew
there, adj.: south, left (L. theri O. thari)
thessel, n.: niece; sisters daughter
thesson, n.: nephew; sister's son
thimba-, pt. ***thimbene-,*** v.: pipe
thimbor, thimbr-, n.: piper
thimp, thimb-, n.: pipe
thind, adj.: grey, pale
thinda-, pt. ***thindene-,*** v.: fade, become grey
thine, n.: evening (LO. thini)
thint, thind-, adj.: short
thiron, thirn- n.: brow
thlaba-, pt. ***thlambe-,*** v.: flap (O. flaba-)
thlai, n.: gossamer (L. thlèi O. flegh)
thlasa-, pt. ***thlanne-,*** v.: hear (O. flasa-)
thlin, n.: cobweb (O. flin)
thlind, adj.: fine, delicate (O. flind)
thlon, n.: sound (O. flon)
thlôs, n.: ear (O. flôs)
thluog, n.: dragon (L. thlûg O. flôg)
thôn, n.: pine-tree
thor, prep.: across
thôr, adj.: slender
thora-, v.: swoop down, come down quickly
thoron, thorn-, n.: eagle
thran, adj.: hard, forceful
thraw, n.: body (O. fraw)
thriw, n.: winter (O. friw)
throd, n.: underground cave (O. frod)
thrôf, adj.: wild (L. thrôv, O. frôv)
thrôn, adj.: stiff, hard
throsk, throsg-, n.: fox (O. frosk)
throssa-, pt. ***throssene-,*** v.: whisper
thruon, n.: east (L. thrûn, O. frôn)
thúa-, pt. ***thúne-,*** v.: breathe (O. thûwa-)
thûl, n.: breath, wind
thund, n.: root
thuor, adj.: coming down at great speed (L. thûr O. thôr)
thúra-, pt. ***thurne-,*** v.: hide, conceal

U

û, prep. + genitive: without, lacking
uben, pron.: no one, nobody
úgal, n.: twilight
uhe, adv.: no more, no longer
ui, adv.: always
ui, adj.: both
uil, n.: creeping vine
ula-, pt. ***ulne-,*** v.: rain (O. ola-)
ulgon, n.: monster (O. ulghund)
ulum, adv.: never
ulun, n.: flood
umbal, n.: torment, agony
umbar, n.: habitation, world
umboth, n.: deep pool
ump, n.: hollow
ûn, adj.: lacking
unad, pron.: nothing
undum, n.: evening twilight
unga-, pt. ***ungene-,*** v.: excavate
ungol, ungl-, n.: spider
ungor, adj.: dark, gloomy
ungum, n.: spiderweb
uo, adv.: together; prep.: with (L. û, O. ô)
uola-, pt. ***olne-,*** v.: dream (L. ûla- O. ôla-)
uolum, adv., cj.: during, while
uom, n.: voice (L. ûm-, O. ôm)
uon, adj.: same
uon, adv.: even, equally
uor, n.: mountain (L. ûr-, O. ôr)
ûr, n.: heat, fire
urch, n.: orc
úrin, adj.: hot, fiery
urun, urn-, n.: copper
usp, n.: smoke

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chime: nella-
circle: rind
clasp (n): taum
claw: rach
clean (adj): puig
cleave: hala-
cleft (n): hass
climb (v): ratha-
climber: rôth
cloak: koll
close: paga-
closed: path
closed hand: pôr
cloth: lann
cloud: lumb
cloud, white: fene
cobweb: thlin
cold: ring
cold, be: niga-
cold mountain lake: ring
coming down at great speed: thuor
coming to life: kuir
come: tola-
come down quickly: thora-
companion: torn
complete: ab
completely: pad
conceal: thúra-
construct: taga-
cooked food: ass
copper: urun
course of a river: rant
cousin: go-edrion
cover over: toba-
cow: ach
create: onda-
creeping vine: uil
crook: asbar
crooked: rêg
crow (n): karab, pôg
crowd, large: rimb
crushing: thang
cry of exultation: dell
crystal, quartz: bril
crystalline: brilin
cup: olum, saum
cupped hand: kamb
cut: rista-

D
dance (n): leld
dance (v): lilda-
dark: mor, ungor
daughter: seld
dawn: ôs
day: as, ôr, ôs, rie
dead, spirit of the: man
dear: mele, melin
death: gûr
deep: nûr, têg, tovon
deep pool: umboth
deep valley: tumb
deer: rann
definitely: bóna
delicate: thlind
deriving from: go
descendant of: go
desire (n): îr
despite: ano
dew: ross
dirt: gôd, pûr
dirty: gôr
disgust: delum
disgusted, be: delda-
disgusting: delo
division: kile
do: kara-
doe: indran
double: ado
dough: mêg
down (adv): dod
down (n): pess
dragon: thluog
draw water: kalfa-
dream (n): olos
dream (v): ossa-, uola-
drink (n): old
drink (v): soga-
drizzle: mîd
drop (n): limb
dry: parch
during: uolum
dusk: duom
Dwarf: naugol
dwelling-place: bar

E
eagle: thoron
ear: thlôs
earlier: nolum
earth: kêm
east (adv): ralon
east (n): thruon
eat: mada-
echo: lôm
echoing: lómin
edge: rain, rim
egg: och
eight: told
eleven: mink
Elf, Silvan: lind
elm-tree: larm
empty: kuvon, lost
enchant: lutha-
enchanted: luthen
end (n): meth, teld
end (v): meda-
enduring: brono
enemy: koth
entirely: pad
equally: uon
especially: edregol
even: uon
even though: ano
evening: thine
evening twilight: undum
ever, ever and again: bor
everything: elf
evil: olch
exalt: déda-
excavate: unga-

except: geb
excessively: orle
exchange: banga-
exchanges, one who: bangor
exist: inga-
exultation, cry of: dell
eye: hind

F
face (n): nef
face (v): nivra-
fade: pela-, thinda-
fading: pele, pelle
faint: nieg
fall (n), falling: dant
fall (v): danda-
fall down: talda-
falling steeply: thall
fallow: mele
family: nos
far: hui
fat: tiog
fate: barth
father: adar
fawn-colored: mele
fear (n): goss, gui
fear (v): roga-
fear, cause: rutha-
feast: bered
feathers: pess
female: ine
festival: bered
festive: bere
fetch: tolda-
few: pege
fiery: nere, úrin
fighting man: ber
fill: pada-
filth: gôd
find: hira-
fine: triew, thlind
finger: less
finish: tela-
fire: nôr, ûr
firm: tolch, thand
firm idea: thelum
first: est, mine
fish: lîw
five: levon
fixed: tank
flap: thlaba-
flash **(v)**: ída-
flat: dôl
flat valley: dôl
flint: sink
float: loda-
flood: ulun
floor: talum
flow: sîr
flow quickly: rimba-
flower: luod
flowers, scent of: nîth
flower-garden: luodar
fly: gwila-
fog: hilum, mûr
foggy: helo
follow: hila-
follower: dior
follower, trustworthy: boron
food, cooked: ass
foot: tal
for: an
forbid: ôva-
forceful: thran
forest: ornar
formerly: ô
fortress, moated: karas
fortune: galum
forward: nivon
forward, go: nivra-
fountain: ethel
four: kant
fox: throsk
free: leth
fresh: gwene
fresh (of vegetation): lêg
freshness: gwien
friend: dilum, mail
from (place): go
from (time): golum
fruit of any plant: ôf

G
garden: olwar
garden, flower-: luodar
garland: rî
gate: and
gem: mîr
gesture with hands (v): fwera-
girl: gwind
give: ana-
give in exchange: banga-
glinting: tind
gloom: daum, lumb
gloomy: dovon, ungor
go: lela-
go away: gwena-
go away!: geg
go forward: nivra-
gold: malad
gold-colored: kold
gold light: lôr
golden (in color): lórin
golden (of material): maldin
good: môr
good fortune: galum
goose, wild: gôn
gossamer: thlai
grandfather: adradar (paternal), amnadar (maternal)
grandmother: adraman (paternal), amnaman (maternal)
grape: piugwin
grasp; maba-
grass: lê
grass, marsh: esk
gravel: brith
grease: lêf
great: dê
great wood: tôr
green: gwene, lêb
greenness: gwien
grey: mest, thind
grey, become: thinda-
grove: lad
growl: arra-
growth, year of: lau

H
habit: hêm
habitation: umbar
hair: find
half: perin
Halfling: perchal
hand: mab
hand, closed: pôr
hand, cupped: kamb
hand, strike with the: maga-
handle: móda-
hands, gesture with (v): fwera-
hang: linga-
hard: thran, thrôn
hard stone: sink
hardly: targ
harp (n): gangol
harp (v): ganda-
harper: gandor
hastiness: gorm
hasty: gorn
have: gara-
he: es
head: kôs
hear: thlasa-
heart: guor, hon, ind
heat: ûr
heave: rûma-
heavy: lung
heavy, lie: dovna-
heed: tira-
herb: olo
here: sinum
hidden: nold
hide: thúra-
hideous: olg
high: arth
hill: ambon
hill, small round: nuol
hinder: taba-
Hobbit: perchal
hole, place in a: norda-
hollow (n): sûm, ump
holly-tree: regoron
honey: liss
hooked: rimp
horn: rass, tarag
horrible: gorthin, olg
horror: gorth
horse: roch
hot: úrin
house: kau
how: mane, mamen
hungry: mêd
hunt (n): ruim
hunt **(v)**: ruida-
hunter: ruidor
husband: benn

I
I: in
ice: helch
icy: helch

idea, firm: thelum
if: ê
if... then...: ê... ta...
imagine: ossa-
immovable: tanka
in: mi
indeed: bóna
indication: tann
injure: hasta-
instead of: amor na
into: mith
island: toll
it: es

J
jaw: naum
jewel: mîr
jewels, string of: mirlene
joy: galas
juice: sôf
jump: kaba-

K
keen: lêg
keep out: thama-
king: tôr, aran (used of non-Silvan peoples)
kingdom: garth
knife: sigol
knock: tama-
knot: narth
know: esta-
knowledge: est

L
lacking (adj): pene, ûn
lacking (prep): û
lady: herin
lament (n): nêr
lament (v): néna-
land: dor
language: lamb, pegol
larch: isbin
large: ald
large crowd: rimb
last (adj): teld, tell
last (=previous): non
later: hélum
laugh: lara-
leaf: lass
leaning over: tald
leap: kaba-
learning (n): golo
leave out: getha-
left: there
lengthen: téda-
lengthening: têl
less, become: piga-
lick: lava-
lie heavy: dovna-
lie (down): kéda-
life: kuil
life, coming to: kuir
light: gald, kôl
light-ray: agol
like (cj): be
limit: lest
Lindar, one of: nele
line: taim
lip: ping
listen: lasta-
lithe: dene
little: pege
lively: lêg
long: and
long ago: ô
long for: mila-
long period of time: ien
loom: lano
loose: letha-
lord: hîr
love: mela-
loveable: melim
lowland watered by a river: nand
lust: mêl

M
magnify: déda-
make: kara-, taga-
make afraid: rutha-
make marker: tega-
make sound: lema-
male: gano
male animal: gano
man (male person): der, gwe
man capable of taking bear's form: berbrog
manliness: gwias
many: li
mark, small: tiss
marker, path: teth
mark, make: tega-
marsh grass: esk
master: garon
material of a roof: tuss
maybe: balna
meanwhile: nellum
merry: dile
mighty: belche
mind: ind, sôm
mist: hilum, mîd, mûr
misty: helo
moated fortress: karas
monster: ulion
mood: ind
moon: istil
mother: aman
motion of falling: dant
mound: hath, koron
mountain: orth, uor
mountain peak: égas
mouth: gau
much: li
muscle: tû
mushroom: fwand
music: lingol
musical: lind
must: bóa-

N
nail: tass
naked: esgelon
name (n): ess
name (v): esta-
narrator: pindor
nearly: nif
necessarily: bóna
neck: ath
need: bôr
nephew: tornon, thesson
never: ulum
new: gwine
niece: tornel, thessel
night: dû, fui, mor
nightingale: murulin
night-time: daum
nimble: legol
nine: nedor
no!: bô
no, not: lô
no longer: uhe
no more: uhe
no one: uben
nobody: uben
noise, sharp: ding
Noldo: goloth
nonetheless: lem
north: fure
nose: nîw
nothing: unad
now: silum

O
O!: ô
oak: dorn
oaken: dornin
obliged: nôd
obliged, be: gwela-
occasion: lû
offspring: sien
of old: ôr
often: lilum
old, of: ôr
on: or
once: millum
one: min
only: minin
open (adj): lôd, pant
open (v): panda-
open wide: pala-
opening: lede
oppression: thang
or: ad
Orc: urch
other: dion
out: ed
out from: ed
over: or
owe: gwela-
ox: tarug

P
pain: nêg
pale: bene, luin, malo, nieg, thind
parent: ondor
path: men, rune
path marker: teth
path, straight: tê
pause: dôr
pay attention: tira-
peak, mountain: égas

pelt: esgel
perhaps: balna
period of time, long: ien
person: ew, pen
piercing: megor
pin: tangol, tass
pine-tree: thôn
pipe (n): thimp
pipe (v): thimba-
piper: thimbor
place in a hole: norda-
plague: pôm
plain (n): rost
plant: olo
play an instrument: tala-
pleasure of sense: tôf
pliant: mêg
point: mint
point, sharp: tild
pointed projection: neth
pollen: mal
pool: élin, line, moth, nind
pool, deep: umboth
poplar: tulus
possess: gara-
possessing: garo
possession: garm
possessor: garon
possibly: balna
potter: kivnar
power: balas
powerful, be: bala-
press: thâ-
prevent: posta-
previous: non
prick: nasta-
probably: ban
projection, pointed: neth
prominent: mind
protect: bera-
protected: barn
protection: barnas
pursue: **ruida-**

Q
quartz crystal: bril
queen: tóril, rien (used of non-Silvan peoples)

R
rainbow: geladum
raise: ortha-
rapids: rimdod
rather than: amor na
ravine: rest
ray of light: agol
really: bóna
realm: garth
rear side: dôn
red: arn, gêr, kold
reed: lisk
reeds, bed of: esgar
region: garth
regular: thene
release: letha-
rend: saga-
repair: taga-
repose: sieth
rest: sieth
revolve: pera-
ride: recha-
right: fure
ring (v): nella-
rise: ora-
river: duil
river bank: rôf
river, course of a: rant
rock: gond
roof, material of: tuss
root: thund
rope: raf
row: taim
ruddy: gêr
rule: thene
rush (v): rimba-

S
sad: dim
same: uon
sand: ast
sap: pese
scent of flowers: nîth
screen: esgal
second: dion, tede
secret: muilin, muin, nold
see: kena-
seed: ereth
separate: kila-
set: pena-
seven: oss
sew: thera-
shade of trees: dêr
shadow-: gwath, morth, muil
shady: dêr
shake (n): rink
shake (v): ritha-
sharp: êg
sharp noise: ding
sharp point: tild
she: es
shield: trum
shine: kala-
shining: kalin
short: thint
should: gwela-
show: tana-
sickness: pôm
sign: tann
Silvan Elf: Lind
silver: telf
silver, of: telfin
since: golum
Sinda: erel
sing: linda-
singer: lindor
sip: salfa-
sister: theles
sister's daughter: thessel
sister's son: thesson
sit: hama-
six: ink
skilled: muid
skin: esgel
sky: gell
sky-blue: gelo
sleep (n): luos
sleep (v): losta-
slender: triew, thôr
slope: pind
small: piga
small mark: tiss
smear: pûr
smoke: usp
smooth: past
snake: liog
snow: loss, nib
so: simen
soft: mêg, moss
sole: ere
solid: thand
somebody: mimben
someone: mimben
something: minnad
sometimes: millum
son: ond, onn
song: lind, lîr
soon: nivlum
sort out: kila-
sound: lamm, thlon
sound, make; lema-
south: there
sow (v): rela-
spark: tim
sparkle: ída-, tingla-
sparkle, cause to: tinda-
speak: peda-
spear: eth
speech: pest
spell: luog, luth
spider: ungol
spiderweb: ungum
spilled blood: serch
spirit of the dead: man
spit (v): pioda-
split (n): kile
split (v): thaga-
spring: tuil
springing: tuil
sprout (v): tua-
squeeze: thâ-
squirrel: gwethling
stag: gandran
stain (v): góda-
stalk (n): teleg
stand: tula-
star: el, tim
starlight: gilum, silum
steep: êb
stiff: thrôn
still: lem
stone: sarth
stone, hard: sink
stone, of: sarth
***stop* (iv)**: dara-
stop (tv): posta-, taba-
storm: rôm
story: pint
straight: tier
straight path: tê
stray: rena-
stream: kelum
strength: bel
strike at (with hand or fist): palfa-
strike with the hand: maga-
string of jewels: mirlene
strong: pold, tolch, torch
such: sib
summertime: lêr
summon: tolda-

sun: anor
sunrise: amron
sunset: dûn
support (n): tolch
surface: palum
swallow: tuilind
swan: alch
sweet: liss
sweet-sounding: lind
swell: tua-
swift: lagor, lint, telch
swoop down: thora-
sword: magol

T
tail: ling
take away: raga-
tale: pindas
tall: hall, tund
tall tree-trunk: tarm
taste (n): tôf
taste (v): tava-
taut: tung
tear: nîr
Teler: teler
tell: nara-
ten: kêr
terrible: rugim
than: na
that (adj): tan
that (pron): ta
that (cj): sa
then (adv): talum
then (cj): ta
there: tanum
therefore (cause): god
therefore (purpose): ant
these: int
they: int
thick: tiog
think: handa-
third: nele
thirsty: fweg
this (pron): es, si
this (adj): sin
thorn: êg
thou: eg
though: ano
thought: samo
three: neld
through: ter
thus: simen
tie: noda-
tight: tung
time: lûm
time, long period of: ien
to: an, na
together: uo
tongue: lamb
too: orle
tooth: nelch
top: ing
torment: umbal
tough: targ
towards: na
track left by passing animal or person: rune
traveller: ranor
tree: galad, oron
tree-trunk, tall: tarm
tribe: nuor
trumpet (n): ruom
trunk, tall tree-: tarm
trustworthy: thand
trustworthy follower: boron
turn: pera-
turned: pern
twelve: rast
twilight: úgal
twilight: duom, muil, tindum
twilight, evening: undum
twine (v): riga-
twist (v): riga-
twist in circles: loga-
two: ath

U
uncle: adratorn, amnatorn
uncontrollable: berch
under: nu
underground cave: rond, throd
unshaped wood: rund
until: nalum
up: am
upwards: am

V
valley, deep: tumb
valley, flat: dôl
valor: bereth
veil: esgal
veiled: muilin
vessel: kalf
vigorous: gwe
vine, creeping: uil
voice: uom

W
walk (n): bant
walk (v): banda-
wanderer: ranor
wandering: rôn
wane: pela-
want: mera-
war: oth
warg: gaur
warm: lôg
warrior: ber, othor

water: nen
water, draw: kalfa-
waterfall: sirdant
way: men
we: em
weave: lena-
web: nass
web (of spider): thlin, ungum
weed: salf
well: ethel
west: nûm
west(ward): nivon
wet: limp, maid, mîg, nene
wetness: mîd
what?: ma
whatever: énad
when (cj): talum
when?: malum
whenever: élum
where?: manum
while: uolum
whisper (v): throssa-
white: nimp
white cloud: fene
who?: man
whoever: ében
wholly: pad
why (cause): goma
why (purpose): amma
why?: amma
wide: land, palon
wield: móda-
wife: bess
wild: berch, thrôf
wild goose: gôn
wild -wolf: gôr
willow-tree: tathor
wind: gô, thûl
wine: gwin
wing: rôm
winter: thriw
wise: guol, sêl
wise person: istor
wish: mera-
with: uo
wither: pela-
without: û
wolf: drôg, garm
wolf-howl: gôl
wolf, wild: gôr
woman: nî
wood: lad
wood, great: tôr
wood, unshaped: rund
woodpecker: tamor
woodworker: thavon
word: peth
world: umbar

Y
yawn: anga-, hóga-
year of growth: lau
yellow: malin
yellowhammer: ammal
yet: lem
you: eth
youth: nieth

THE HISTORY OF MOUNT GUNDABAD

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In his 1989 campaign module Mount Gundabad *(MG), Carl Willner proposed a continual Orkish habitation of Mount Gundabad since the end of the First Age. While being suitable for the time, Christopher Tolkien's publication of the History of Middle-earth series (HoMe) had provided us with much additional info on all topics of Middle-earth. Of special importance for Mount Gundabad is the twelfth volume* The People of Middle-earth *(HoMeXII, published 1996).*

HoMe XII gives us much new information about the Dwarves of Durin's folk and their relations with the Northmen from the First throughout the Third Age. Here we learn that Mount Gundabad was the Place of Awakening for Durin and therefore sacred to hit tribe. Moreover it tells us that the Orcs only later occupied it, thereby founding the special enmity of the Orcs with the Dwarves of Khazad-dûm. The only chronological information is found in the statement that "Mount Gundabad...and its occupation in the Third Age *by the Orks of Sauron... (HoMe XII.301; my emphasis)."*

We also learn that "Though these four points [the Places of Awakening of the Dwarven Fathers] were far sundered the Dwarves of different kindreds were in communication, and in the early ages often held assemblies of delegates at Mount Gundabad (Ibid)." *The name 'Gundabad' itself is thought to be of Khuzdul origin* (ibid).

These new insights make it necessary to revise the history presented by Carl Willner. This article aims to rectify this discrepancy. Specifically, the passages quoted above seem to indicate that Mount Gundabad was only constantly occupied by Orcs in the Third Age. Earlier occupations must have been brief (relatively speaking). This influenced my decision to let the Orcs rule Mount Gundabad only 200 years in the Second Age (although this occupation had far-flung consequences).

FIRST AGE

c. **605** After the defeat of Morgoth's hosts a small company led by one of his Orkish generals (Mukarg) escapes the catastrophe. With them they bring the Ulûkai, an evil artifact crafted by Morgoth and possessing some of his foul spirit.

SECOND AGE

c. 10 The Orkish band of Mukarg reaches the region of Mount Gundabad. While attempting to establish themselves in the mountains they are contested by Dwarves from Mount Gundabad. After several skirmishes the Naugrim trap the Orcs in a cave complex at the eastern end of the southern spur of the Mountains of (later) Angmar and seal every entrance. The Orcs die from starvation and internal strife over the next years. Knowledge of the Ulûkai is lost with the death of Mukarg. It does however act as a focus for evil. Consequently, trouble with evil creatures never really ceases for the Dwarves of Mount Gundabad in the future.

c. 10-250 The Dwarves have to fight great numbers of fleeing Orcs of Morgoth's armies. Hereby they make alliance with locals Mannish groups (HoMe XII.302f). The ferocity and persistence of the Orkish attacks upon this region is partially caused by the influence of the Ulûkai. After the defeat of the Orcs the region is safe again but the power of the Ulûkai is an underlying menace waiting to be reactivated at the right moment.

c. 250-1693 The alliance of Durin's Folk and their Northman allies flourishes. The Hithaeglir south to Lorinand, the Ered Mithrin, Erebor and Emyn Engrin are Dwarf-territory whereas all adjacent lands (Vales of the Anduin, lands south of the Ered Mithrin and west of the Emyn Engrin) are considered lands of the mannish allies (HoMe XII.323). The Men provide foodstuffs, husbandry, animals and mounted warriors while the Dwarves contribute their marvelous works of craftsmanship, finished products and the finest heavy infantry. The relationship sometimes even grows into friendship between the two people (HoMe XII.303). In SA 1693 the War of Sauron and the Elves begins and Sauron dispatches a considerable force of Orcs to secure the northern routes over the Misty Mountains. Leader of this host is the brilliant Orkish general Skorg. While campaigning with a small recon force in the vicinity of Mukarg's last refuge he is attracted by the Ulûkai and after some search seizes the evil gem. Upon his return to the main host he finds it in confusion and disarray - as it is the custom of Orcs lacking their leader. The power of the Ulûkai combined with a few sorcerers dispatched from Sauron soon gave him control again and forms the mass of goblins into a quite capable and effective fighting machine. The relative vicinity of Sauron wearing the One Ring further motivates the Orcs to an unheard-of discipline. Seeing the strength of the Northman cavalry Skorg also enlists the service of a sizable force of Easterling cavalry. Prepared in this manner he marches to battle with the Dwarf-Northman alliance. The latter have mustered their forces as well and meet their foes in the field rather than waiting for them to come and forsaking the initiative.

1694 The first year of the campaign sees only a few minor clashes while both sides try to outmaneuver the other. The only major engagement is inconclusive and doesn't change the tactical situation.

1695 Sauron invades Eregion. Gil-galad sends Elrond to Eregion. In the North the war becomes a stalemate. Sauron's forces, headquartered in the eastern Ered Mithrin wait for their chance to crush the well-organized defense.

1696 Skorg recognizes the importance of intelligence and sends out scouts to prepare for the great assault he knows will come. The whole year passes with the preparations.

1697 Finally Sauron is able to breach the Elven defense in Eriador. Eregion is laid waste. Death of Celebrimbor. Elrond's army is caught by Sauron's forces and in danger of being overwhelmed. Just in this moment a Dwarven army from Khazad-dûm accompanied by Elves from Lorinand fall upon Sauron's rear. Elrond perceives his chance is able to extricate his forces from Sauron's encirclement (although with heavy losses). Furious, Sauron turns towards the Dwarves and defeats them in a few minor engagements. Their host is able to retreat to Khazad-dûm with only minimal losses. The gates of Moria are shut. Elrond retreats with

remnants of the Noldor and founds the refuge of Imladris. To enable this attack upon Sauron's army Durin III. of Khazad-dûm is forced to thin out his forces in the North. Skorg perceives his chance and attacks with great strength. Because of his thorough planning, treachery and sheer numbers he is able to overwhelm the defenders in a great battle at the Narrows between Greenwood and the Ered Mithrin. The remaining Dwarves retreat to the main citadel at Mount Gundabad with the remnants of their allies' forces while their remaining mannish allies are scattered throughout the land. The siege of Gundabad is begun.

1699 In the west Sauron overruns Eriador. At Mount Gundabad Skorg is able to gain access into the city by means of a secret passage revealed by a traitor (the name of this Dwarf is cursed among the Naugrim and not known to outsiders). The valiant defenders are slain to the man. The holy halls of the Naugrim are so well protected by enchantments and clever craftsmanship that the Orcs are unable to enter them. Skorg appoints himself as Ruler of the North. The Ered Mithrin are secured by the founding of Orc-strongholds along all strategic locations.

1700 Tar-Minastir sends a great navy from Númenor to Lindon. Sauron is defeated at the Lune and then again at Sarn Ford and Tharbad.

1701 Sauron is driven out of Eriador: The Westlands have peace for a long while. The Orcs still rule in Mount Gundabad however. Skorg is able to ward off all Dwarven counterattacks. The reason behind this is simple: Mount Gundabad being the only conquest not lost after Sauron's defeat in Eriador is strengthened by the Dark Lord with what forces are left at his disposal. The ancient alliance with the Northmen is gone beyond revival with the destruction of most mannish settlements and the killing of their inhabitants (HoMe XII.305).This situation let the Dwarves constantly plot for revenge against the goblins. They start reconnaissance missions instead of fruitless assaults. Though they suffer dire causalities the Dwarves are able to establish communication with slaves of the Goblin King. This gives them a quite good picture of the situation in Mount Gundabad.

1750 In order to show his power Skorg orders the building of a new gate as the main entrance into Mount Gundabad. This is later known as the *Drake Gate* (see MG). The old Dwarven entrance is abandoned.

1930 Skorg dies. He is the only Orkish ruler of Mount Gundabad to die non-violently. After his death he is entombed with the Ulûkai (see MG). Constant power struggles over his succession weaken the Orcs' strength.

1932 Seeing their chance, an army from Khazad-dûm marches northward, surprises the Orcs and is able to breach the defenses by the intelligence gathered about the Orkish installations in the past. The Crypt of Skorg remains undetected however. The remnants of the Orkish population retreat to Goblin-gate and wait for a chance to re-claim Mount Gundabad. Once again is the site of Awakening of the Longbeards is in Dwarvish hands. There is a price however. As we are told in the *Silmarillion* the Seven Rings of the Dwarves influence their wearers in a bad manner. This is also true for Durin's Ring. The power and wealth of Khazad-dûm reaches unheard-of heights in this time but they become jealous and reclusive. Additionally their number begins to dwindle.

Slowly at first but it is felt nonetheless (LotR, Appendix A). From that time onward Mount Gundabad is still revered as a sacred site but its garrison remains relatively small because of the King's decision to use his resources primarily otherwise (clearly an effect of Durin's ring). They remain vigilant however and are able to repulse any attacks the Orcs make. The rest of the Second Age Mount Gundabad remains in Dwarven hands though the influence of Durin's Ring in Moria and the Ulûkai in Gundabad undermines the Naugrim's position in Gundabad over the years.

3429-3441 The War of the Last Alliance weakens the Orkish strength in the mountains seriously. Their remaining crack troops are killed at the disaster of the Gladden Fields. The power of Durin's tribe is also weakened through the losses in the war.

THIRD AGE

1-870 With the strength of Arnor waning after the split of the kingdom, Gondor being focused on the sea and the Dwarves' numbers dwindling, Durin's tribe becomes ever more centered at Moria. Mount Gundabad is still revered however and attracts constant pilgrimages but ever fewer Dwarves are willing to live there (certainly because of the evil influence already mentioned). At this time Goblin-gate has a capable king in Balcog, comparable even to Skorg. Having amassed a great number of Orkish warriors he attacks Mount Gundabad in force but is unable to take it in the first place. The few remaining defenders are hopelessly outnumbered though and know it's only question of time before the city will fall, relief being out of reach. They fortify the sacred places with all the skill their best craftsmen can muster to prevent the holy halls being defiled by the Orcs. After this they prepare for the final battle and die heroically in the last defense of their sacred citadel.

871 When news of the fall of Mount Gundabad reach Moria, desperation grips the Naugrim. The king realizes that he lacks the strength to muster a full-scale assault on a well-prepared Orkish fortress and so he contends himself with an oath to hunt Orcs forever. He also places an obligation on his descendants to re-claim Gundabad should they ever have the strength to do so. From this time onward Mount Gundabad is inhabited by the Orcs. The seals of the Dwarves in Gundabad are so effective that the Orcs are unable to breach them for a very long time. The most sacred sites are so cunningly hidden that they remain undetected throughout the whole Orkish occupation.

After TA 870 Mount Gundabad is constantly occupied by the Goblins and the layouts and locations in the *Mount Gundabad* supplement can be used. Of course one has to add the original Dwarvish layouts. The latter can be achieved through original design or the use (and adaptation) of Dwarven layouts from other supplements. I found Columbia Games' Harn World adventure supplement *The Lost City of Kiraz* most appropriate for this task. In fact some of the ideas for the timeline above stem from this supplement.

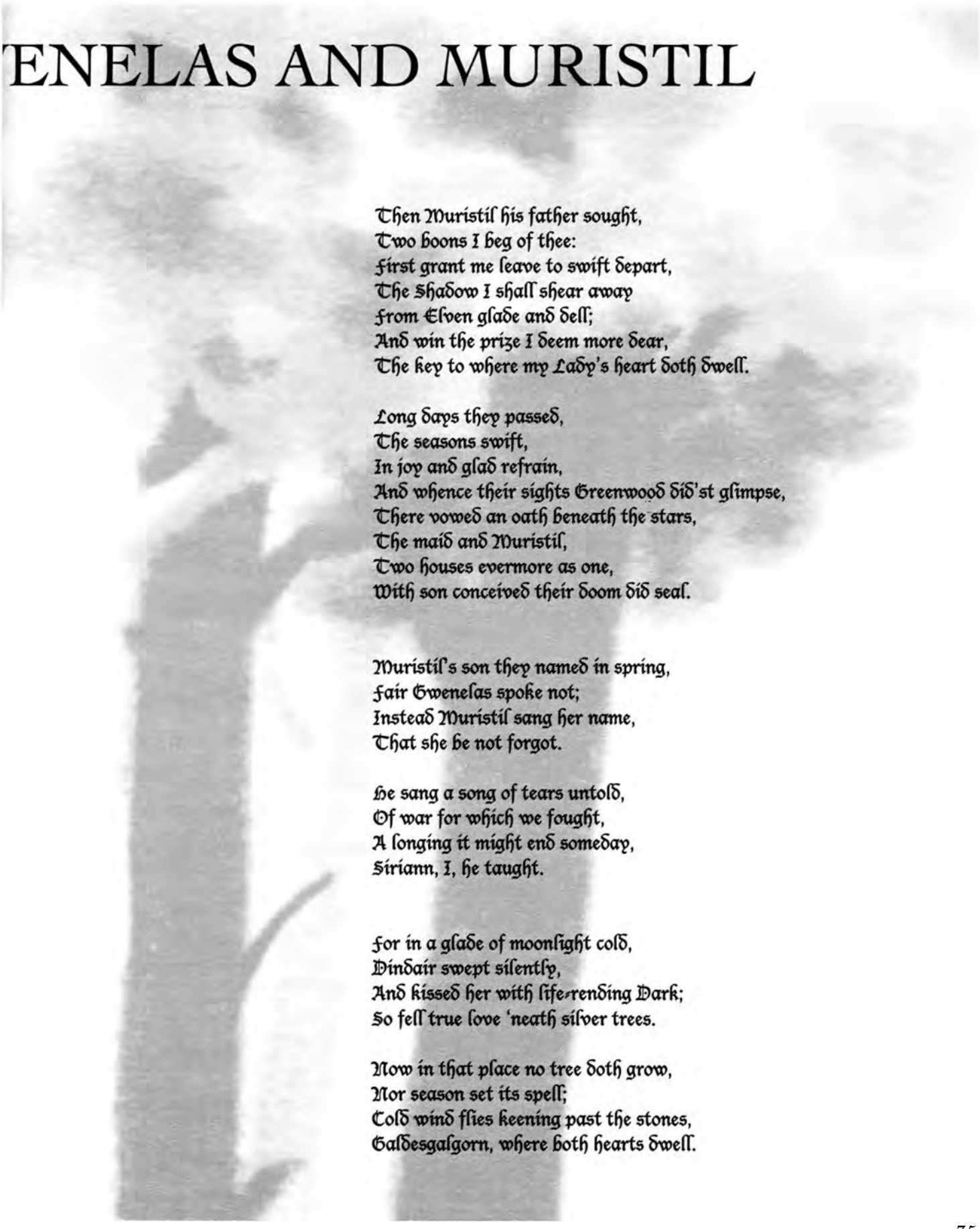
SIRIANN'S SONG FOR G

In eastern glades of starlight bright,
There lived a warrior bound
To see his people through the night,
Muristil sang until the light,
Unmarred by dark disgrace,
Fair sight untouched by western shores,
'Neath Istil's waning pale embrace.

Then came a call
From west afar,
House Denweg's daughter, true,
Her eyes a pool of silver stars:
Our family long has turned away,
Sang Gwenelas the fair,
Come we back now to find our way,
Muristil's heart her voice ensnared.

There are, sang she,
Some forces more
Than we alone may bear;
Foul darkness through our land doth bore,
My people threatened crossing days,
Cast back from hither shores,
We look no more to golden lands,
Those western vales where Balesin are.

Our enemy the Lord, name we,
Of Deadly Nightshade foul,
Heart-blood stained for eternity,
Now sits he deep in sorcerous dark;
Grey minions silently
Our children with fell bows do mark,
Their blood doth drive us from the trees.

ENELAS AND MURISTIL

Then Muristil his father sought,
Two boons I beg of thee:
First grant me leave to swift depart,
The Shadow I shall shear away
From Elven glade and dell;
And win the prize I deem more dear,
The key to where my Lady's heart doth dwell.

Long days they passed,
The seasons swift,
In joy and glad refrain,
And whence their sights Greenwood did'st glimpse,
There vowed an oath beneath the stars,
The maid and Muristil,
Two houses evermore as one,
With son conceived their doom did seal.

Muristil's son they named in spring,
Fair Gwenelas spoke not;
Instead Muristil sang her name,
That she be not forgot.

He sang a song of tears untold,
Of war for which we fought,
A longing it might end someday,
Siriann, I, he taught.

For in a glade of moonlight cold,
Dindair swept silently,
And kissed her with life-rending Dark;
So fell true love 'neath silver trees.

Now in that place no tree doth grow,
Nor season set its spell;
Cold wind flies keening past the stones,
Galdesgalgorn, where both hearts dwell.

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